

User Manual

# Open DMX Theater

Version 1.10

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## 1 Introduction

Open DMX Theater (ODMXT) has been designed to show the possibilities of the Enttec Open DMX USB interface.

➡ you can download  
schematics and  
documentation about  
the interface at  
[www.enttec.com](http://www.enttec.com)

This interface, released with a GPL license just like ODMXT, is created as a low budget, high quality DMX interface for use with Mac or PC. It allows you to send out DMX up to a maximum of 44 frames per second, which will undoubtedly fit every need.

The device connects to a standard USB1.1 or USB2 port. While it's possible to connect multiple interfaces to create numerous DMX universes with 512 channels each, ODMXT only supports one interface with 16 channels.

Although we accept feature requests for ODMXT, we also reserve the right to deny such requests. For example, ODMXT will not support recording and playback of cuelist based shows.

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## 2 Features

ODMXT has the following features:

- 16 channel A-B fader bank
- Output indicators per channel
- Cut-A and Cut-B buttons to switch output to another fader bank
- Auto-A and Auto-B buttons to fade output to another fader bank
- Adjustable auto fader time from 1 to 30 seconds
- Manual crossfader
- Master fader, including blackout function
- Copy functionality to copy all or individual fader values between fader banks
- Keyboard control for active or inactive fader bank
- Adjustable DMX fps setting (from 10 to 44 fps, defaults to 25)

## ③ Settings

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the settings are accessible by clicking on settings in the top menu bar

### Driver settings

When starting ODMXT, the software does not scan for an interface yet. To send DMX, you first have to click Connect to initialize the driver. If the connection is successful, you can click Send to start sending DMX.

ODMXT 1.10 allows you to manually set the DMX Out frames per second. This has been implemented to avoid jitter when ODMXT is used with dimmers or fixtures that require a lower or higher framerate. This setting defaults to 25, which works in most cases. This setting only needs change if you need a higher or lower fps, or if you experience jitter with the default setting.

### Fader keys control

You can set which fader bank is altered when the keyboard is used. If you want the keyboard to change 'live' DMX, set this to 'Active faders'. If you want to use the keyboard to prepare the inactive faders before fading or cutting to that bank, set this to 'Inactive faders'.

## ④ The faders screen

### Channel faders

The Faders screen shows two fader banks, A and B. Both fader banks have 16 channels. By default, all faders start at DMX value 0.

When you move a fader, the DMX output value is shown at the mouse position. DMX output values range from 0 to 255. The value is shown to have minimal support for intelligent fixtures, which may require exact DMX output value settings for certain functionality. However, ODMXT is not intended for use with intelligent fixtures, since the crossfader, master fader and blackout button may cause unintended behaviour.

Every channel has a square box below it, which shows an indication of the output values in a shade of gray between black and white.



you can copy individual fader values from the active to the inactive fader bank by clicking on the fader number between banks A and B.

### Crossfader

The crossfader determines which fader bank is used for the DMX output. If the crossfader is in the Up position, fader bank A is used. If the fader is the Down position, fader bank B is used. For every position in between, the output values are faded between both fader banks.

The crossfader has some extra buttons, which expand the functionality of the fader. If the crossfader is in the Up position, the Copy A button is available. This copies the faders from bank A to B. This is extremely useful if you want to create a new setting with only minimal changes. If the crossfader is in the Down position, the Copy B button is available, which does the opposite.

If the crossfader is *not* in the Up position, the Cut-A button is available. This immediately moves the fader to the Up position, changing the DMX output to fader bank A. If the crossfader is *not* in the Down position, the Cut-B button is available.

The Auto-A and Auto-B buttons fade the DMX output to fader bank A or B. The duration of this fade can be set with the Time fader. The Time fader sets the fade time for an entire fade from one bank to the other. If the crossfader is in the middle, for example, and the Time fader is set to 5 seconds, the fade to A or B will only take 2.5 seconds.

### Master Fader

The master fader is used to limit the maximum output values of all faders. The master fader also provides a blackout function, which sets all DMX output values to 0.

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## ⑤ Keyboard Control

You can control almost every function of the application with the keyboard, except for the settings and the copy functions.

To control the individual faders, use the following keyboard shortcuts:

Up key	1	2	3	4	5	6	7	8	A	S	D	F	G	H	J	K
Fader	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Down key	Q	W	E	R	T	Y	U	I	Z	X	C	V	B	N	M	,

Every keystroke will nudge the fader up or down about 4 percent. If you want to cut the fader to 0% or 100%, use Shift along with the shortcut key.

The other shortcut keys are:

<b>Home</b>	Auto A
<b>End</b>	Auto B
<b>PgUp</b>	Cut A
<b>PgDn</b>	Cut B
<b>Num 8</b>	Fade time +1 second
<b>Num 2</b>	Fade time -1 second
<b>Up</b>	Master Fader +4%
<b>Down</b>	Master Fader -4%
<b>Backspace</b>	Blackout

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## ⑥ Support

ODMXT is provided with no warranty of any kind. We do not accept any responsibility for any damage directly or indirectly caused by the software.

However, we are always interested in improving ODMXT and we want to hear what you think of the program. If you have any suggestions for us, please mention them on our website at <http://dmxtheater.plekkie.net>. There's a link to the support forum on the homepage.

ODMXT is an open source project. The source code is provided with this distribution. ODMXT has been created in Borland C++ Builder 6.0, for which a project file has been included.

If you make any changes or additions to the source code, we ask you to share the code with the community. You can post your code on our forum on our website, or e-mail it to us. Our e-mail addresses can be found on our website. If you want ODMXT changed in any way, but cannot do it yourself, you can request a quote from us.

If you use ODMXT or portions of the code for your own projects, you are required to include a copyright notice for those portions of the code in your project.

If you like ODMXT, you are free to donate money to the development. You can do that through Paypal. Please donate to: [michiel@sos-it.nl](mailto:michiel@sos-it.nl).

### Updates

You can check for updates of ODMXT periodically on our website. The newest version will also be available at <http://www.enttec.com>.