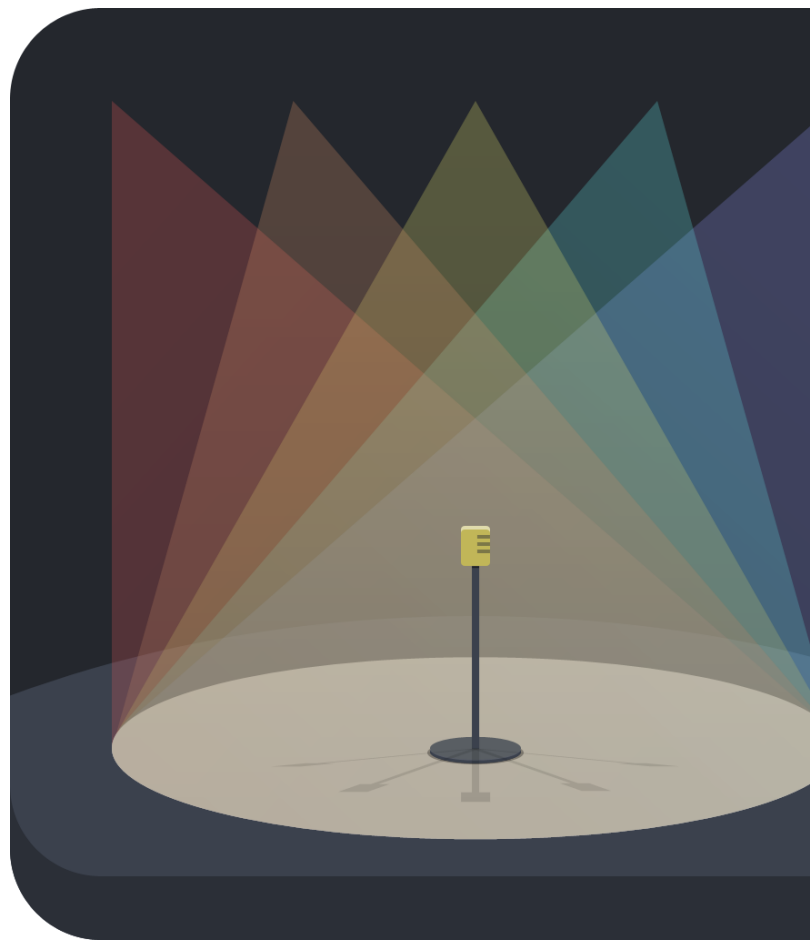


# MaizeDMX 2

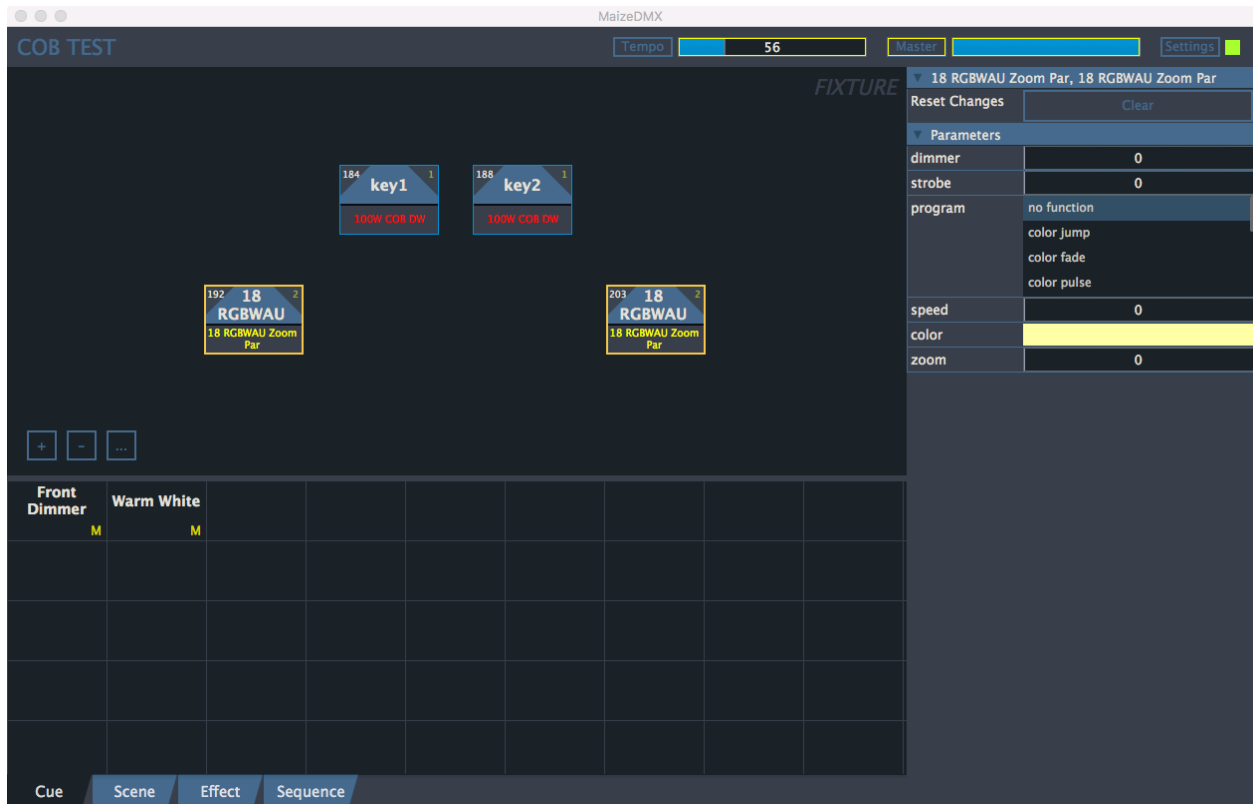
## User Manual



MaizeDMX is a simple and easy to use DMX lighting control software. As beginner lighting operator or designer, you will find it's perfect for your small stage or event.

- Supports both Art-Net and USB DMX interface.
- Supports both macOS and Windows.
- Cloud based fixture profile library that you can benefit from and contribute to.
- Sync audio with lighting cues with the sequences.
- Supports MIDI controller for triggering and fader control.

# Overview



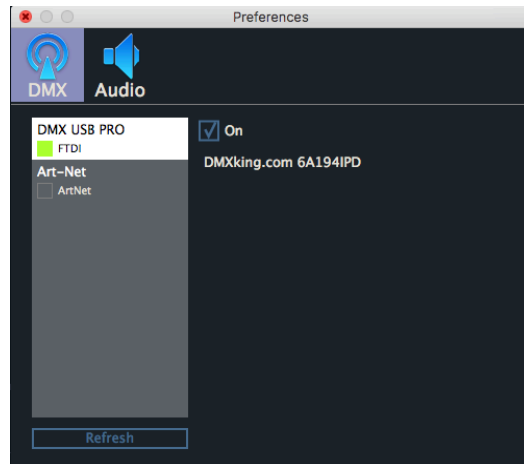
On the top toolbar, you can see the tempo fader and master dimmer fader.

The upper half of the screen is fixture view, it shows all the fixtures you added to the current project, you can freely arrange them to represent their physical locations. Select one or multiple fixture in this view, you will see their parameters that you can change on the right panel.

The lower half of the screen has four tabs, each tab store a different kind of trigger-able objects:

- Cue only stores the changes you have made to the fixture parameters.
- Scene not only store all the changes you made but also other objects' status at the moment.
- Effect is an animation engine that plays certain parameter with a curve.
- Sequence is a time line that you can put cue, scene, effect and audio on.

# Settings



Click the “Settings” button on the top right of the main screen to show this settings windows.

MaizeDMX supports usb and Art-Net based DMX interface. Choose the appropriate option on the left. You can enable multiple interfaces at the same time, DMX data will sent to all of those.

If you don't see your USB DMX device here, please install usb to serial drivers from [here](#). On Mac, once you have serial usb drivers, you cannot open FTDI based options anymore. On windows, without installing the serial usb drivers, you have to install WinUSB driver to use FTDI based options.

In the audio panel you can choose MIDI input and output for control.

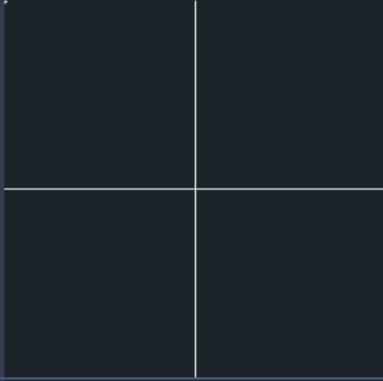
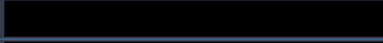

## Fixture View

Each fixture cell represents it's DMX address, selection group and fixture type.

To group a collection of fixtures, first select them and then press Command/Ctrl + 1 to 9. To recall the group selection, simply press the 1 - 9 number key. To clear the group, press Command/Ctrl + 0. Ever played Starcraft? With groups, you can quickly select multiple fixtures, you can also select multiple groups by holding down the option (alt) key when pressing the group number. After you select multiple fixtures, you can toggle through each of them by pressing the “~” key.



After selecting one or more fixtures, the right panel will show their properties and parameters. Anything you change here is temporary, you can clear the changes by press Command (Ctrl) + ESC key. To store these changes into cue or scene, you need to do so before clear.

▼ Address and Name	
Name	Z2
Universe	1
Address	33
Group	0
Type	ADJ: Inno Pocket Z4 (16)
Snapshot	Create a sequence
▼ Parameters	
position	
color 1	
color 2	
zoom	0
shutter/strobe	<ul style="list-style-type: none"> <li>closed</li> <li>open</li> <li>strobe slow - fast</li> <li>open</li> </ul>

Besides common properties such as name and address, there are a few different types of parameters for each type of fixture:

Generic: This type of parameter has only a slider to control a single DMX channel. You can use mouse wheel to scroll through the values or type in with keyboard.

Position: Shows a XY Pad to control pan and tilt. You can use arrow keys to move the dot.

Color: Clicking on it will show a color picker with appropriate color components and swatches.

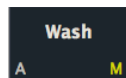
Function: A list of choice, some of the choices may show a progressive slider for fine control. You can use arrow keys to navigate up and down.

# Cue

Cue only stores the changes you have made to the fixture parameters. For example, a typical workflow will be:

1. Clear the current changes by press Command (Ctrl) + ESC.
2. Select the fixtures you want to change.
3. Change their dimmer value to 255 (100%) in the property panel on the right.
4. Then click on an empty box in the cue tab.
5. Change the name and control property in the dialog and press OK.

Then you got a new cue that stores only the dimmer value of these fixtures. You can use fader or button to control it remotely.



Each trigger object (cue, scene, effect and sequence) is represented as a cell in the grid. You can see it's name, status, short cut key and if it's MIDI controlled.

Right click on the cell, you can either edit, delete or change it's properties in the following dialog:

Maize DMX  
Create a new one?

Name  
Untitled

Fader MIDI Controller  
6

Button MIDI Note  
Set Focus and press button

Short Cut Key  
a

Button Type  
 Bump Button

Yes Cancel

To assign a MIDI note or controller to an object, you need to click on the text box and move the fader or button.

## Scene

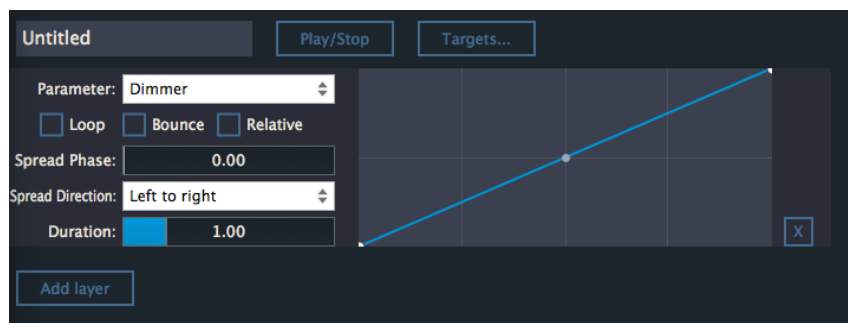
In addition to cue, scene not only store all the changes you made but also other objects' status at the moment. That means it gives you a snap shot of whole picture.

You may want to use scene to achieve a look with one button. That's also why scene is mutual exclusive.

The best practice when storing scenes is that you want to clear the current changes first. In this way, it only remembers the current on/off/progress status of cues and effects. If a position cue needs to be changed in the future, this scene will automatically benefits from the change, so you do not have to update manually.

## Effects

Effect is an animation engine that plays certain parameter with a curve. Select the fixtures you want to apply the effect and then tap on a empty cell in the effect tab to create one.



Each effect can have several layers. Each layer has a curve that controls a type of parameter. Have fun the curves.

The duration here is the number of beat per period. When the relative check box is on, the horizontal middle line in the curve means 0 deviation.

## Sequence

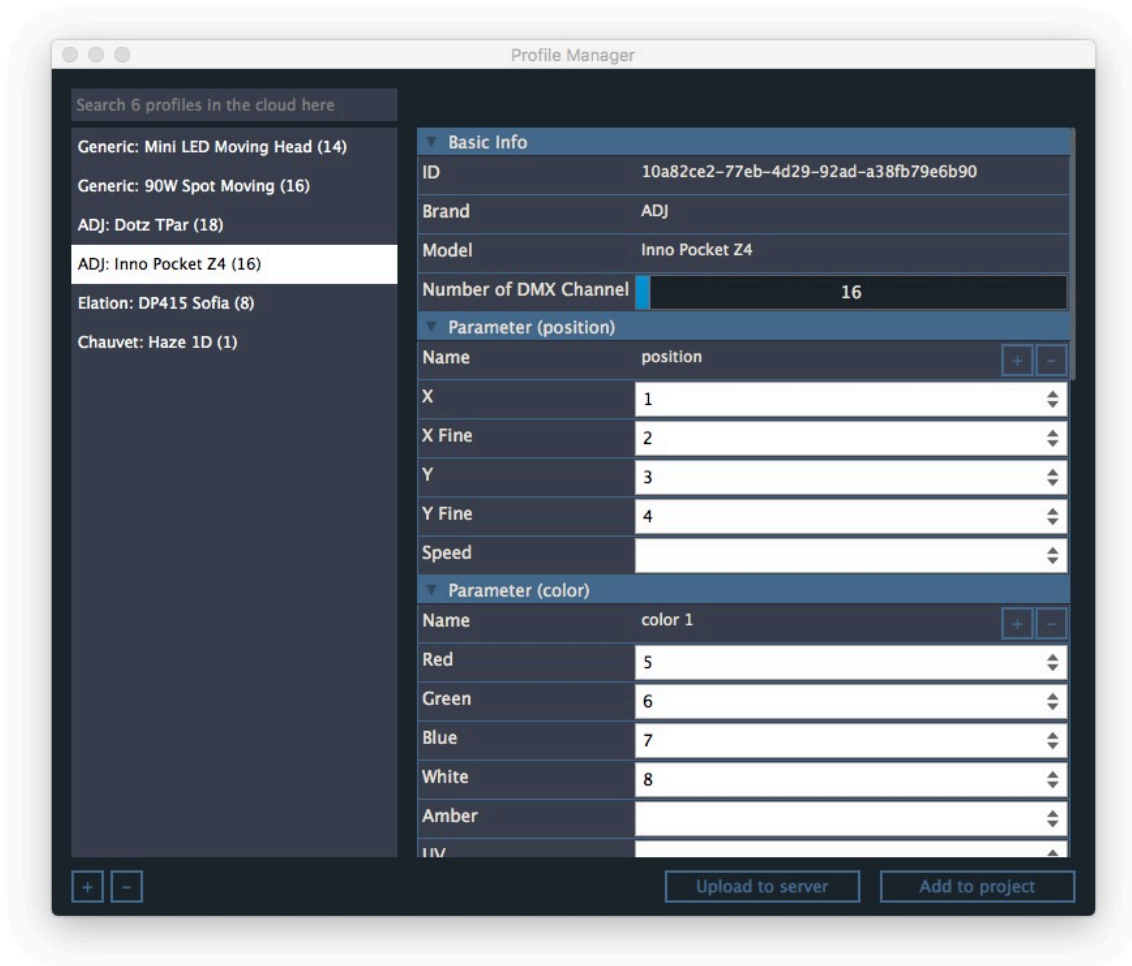
Now the best part. Sequence is a time line that you can put cue, scene, effect and audio on.

Double click on the ruler, you can add a breakpoint, when the sequence reached there, it will pause. Use short cut key < > / to jump and resume the active sequence.

The screenshot displays a music software interface with a dark theme. At the top left, the word "music" is shown in a grey box. To its right are three buttons: "Resume", "Stop", and "Audio". Further right is a "Zoom" control with a blue slider and a close button "X". Below this is a timeline with a scale from 0 to 1:25 in 5-second increments. Two vertical white lines mark specific time points. The main area shows a blue audio waveform. Two control boxes are overlaid on the waveform: "Front Dimmer" on the left and "full warm" on the right, both featuring a blue line graph with a white dot. A context menu is open on the right side of the waveform, titled "Add note:" and containing three items: "Presets", "Cues", and "Effects", each with a right-pointing arrow. At the bottom, a navigation bar contains four tabs: "Preset", "Cue", "Effect", and "Sequence", with "Sequence" being the active tab.



# Profile Manager



Click on the ... button in the fixture view to reveal the profile manager. Here you can search for a fixture profile from our server or create your own and shared with others!

As default, it shows all your local profiles on the left. When typing in the top left search box, it will show both your local ones and cloud ones. If you want to get the cloud one, simply click on it.

If you created your own profile, make sure you properly named it and then press "Upload to server" button. Now it is available for others to search and use. You can also keep updating it by pressing the button again.

## Developer Story

I have been mixing for our band for several years, until one day we need to do some fancy lighting as we want further increase the quality of our concerts. Then I dived into the world of DMX and trying to learn how to control all the LED fixtures. Obviously a software based approach is the best choice for me since I only have to buy a USB to DMX interface.

However, because I don't know anything about lighting before. All kinds of concepts and faders in these DMX software confused me a lot. After spending hours without success, I decided to write my own DMX controller software: MaizeDMX!

For people who use software to control lighting, the venue won't be a big one, because most of the time these USB to DMX interface only have one universe support. That's why I think the simplicity and quick action is the key here. I don't wanna an user interface that's so abstract and complicated that scare away all the first time users. In MaizeDMX, there are only two concepts: fixture and sequence. The fixture represents one of your light and a sequence is a timeline of your fixtures status.

It's free, give it a try and let me know what you think. Thanks.

## FAQ

- What kind of USB DMX interface can be used with MaizeDMX?

Enttec, DMXKing and uDMX.

- Is MaizeDMX free?

Yes, at least for now!

- What's your support website or email?

You can find us at [www.maizesoft.com](http://www.maizesoft.com) and [cxhawk@gmail.com](mailto:cxhawk@gmail.com)