SHOWVEN®

USER MANUAL
FXcommander™

V1.6

2024/10/25

Showven Technologies Co., Ltd.

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Thanks for choosing SHOWVEN® FXcommander™, we wish it will bring you lots of exciting moments. Please read the following manual carefully before operating this product.

Δ Product Description

The FXcommander™ is designed to be a professional while intuitive control solution for SFX and Pyro engineer, it allows to control all DMX device such as SPARKULAR®, FLAMER, FOG, HAZE, CONFETTI etc. in a safe and professional way. Together with our original slaves it can also programming fireworks display. Take advantage of the 10.1 inch capacitance touch screen and powerful software system, it allows FX operators edit a show in a few minutes, everything in the system are intuitively designed, no lighting console operation background needed. Large scales shows with special effects and fireworks can be sync with music precisely through our professional windows software FXcommander™_Editor. The FXcommander™ is setting the safety standard for the special effects control.

Δ Features

Professional DMX & Pyro Console

A dedicated console for SFX device and fireworks set off
Customized for SFX operator to control FX device professionally and safely

Set the Safety Standard for FX Device Control

Pyro arm switch, DMX arm switch, Deadman button ensure zero false trigger.
PANIC - Emergency stop at any time.
Safety channel specially designed for SFX device.
Dual antenna, ensure fast, stable and reliable PYRO signal transmission.
RDMX communication with SHOWVEN® machine ensure device status real time monitoring.
8 keyboard shortcut key, can set to tap or lock mode, ensure quick and reliable trigger.

Intuitive Programming and Operation

10.1" capacitance touch screen.
Presetting device and effect lib for fast programming.
5 preset effect rules for easier programming.
Easy and fast improvisation programming.
Convenient manual pyro firing edit.
Demonstration function for programmed show.

Powerful

Scene switch, max. support 4 scenes, each scene support 128 cues.
USB port support software update, show file update and backup, device lib update etc..
Variety interfaces: 3-pin and 5-pin DMX, MIDI input, LTC input, Audio Output, USB.
Wireless: 2.4GHz wireless DMX signal, dual band wireless pyro signal.
Battery driven with built in battery.

Windows FXcommander™_Editor Software can generate project list table, minimize operator's workload.

Precise Control and Perfect Synchronization

Dual-core processor, smooth operation.

MIDI, LTC receiver, support SMPTE time code.

Windows FXcommander™_Editor Software ensure precise programming

Built-in audio signal output, achieve accurate synchronization between music and effects.

Personalization Settings

Multi language optional.

Unlimited self-editable colors.

User defined CUE icon.

Δ Technical Specifications

\ Dimension: 314×270×65mm

\ Weight: 4 kg

\ Input: AC 100~240V 50/60Hz

\ Work Power: 20W

\ Work Temp.: -20℃-50℃

\ Battery: 3*18650 Lithium battery

\ Interface:

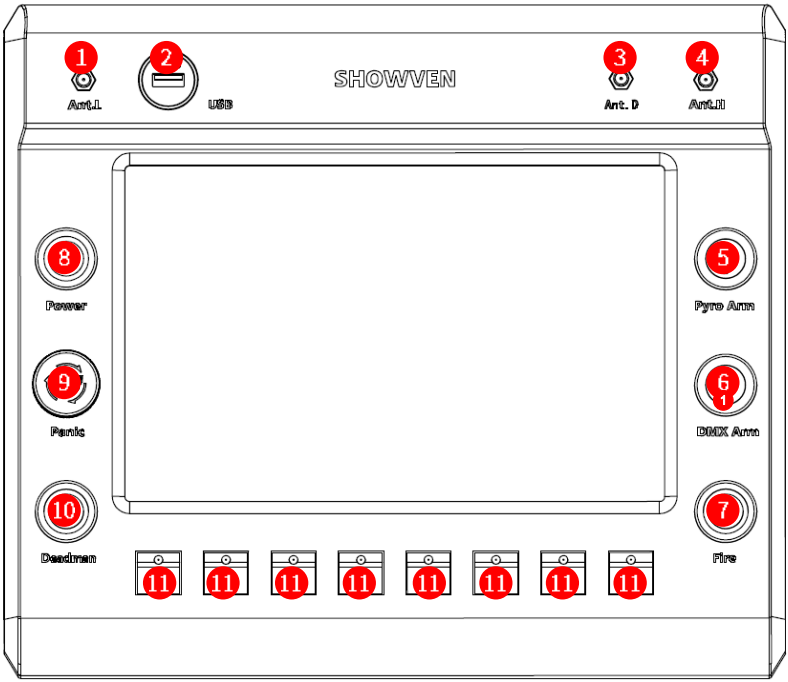
1*USB,	1*USB Download,	1*LAN,
1* Audio Output,	1*MIDI IN,	1*LTC IN,
1* 3-PIN DMX OUT,	1*5-PIN DMX OUT,	1*External Trigger

Δ Safety Considerations

1. Necessary precautions should be taken when using FX products to ensure the safety of the operator, crew, and audience.
2. Do not operate FXcommander™, or any special effects product without proper knowledge and training.
3. Install the FXcommander™ on a firm and level surface.
4. Keep FXcommander™ dry and do NOT use in rain or snow.
5. Never use anything sharp to operate the touch screen. Scratching hard will damage the screen. During operation, the touch screen may change due to temperature, please adjust it in Settings menu.
6. Pull out power plug during thunderstorm or not use for a long time.
7. When cleaning, unplug the power plug, clean with a soft cloth, do not use liquid or cleanser to spray on it.
8. Unauthorized repair are prohibited, it may cause serious incident.

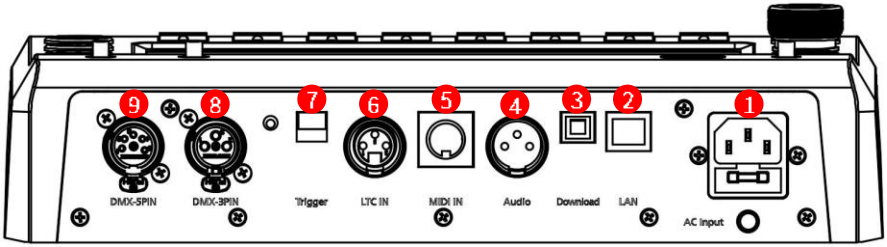
Δ Structure

1. Operation Area



1. **Ant.L:** 433M Low Frequency Antenna for Pyro Signal.
2. **USB:** USB Port.
3. **Ant.D:** 2.4G DMX Antenna.
4. **Ant.H:** 868M High Frequency Antenna for Pyro Signal.
5. **Pyro Arm.**
6. **DMX Arm.**
7. **Fire.**
8. **Power:** Power switch.
9. **Panic:** Emergency Stop.
10. **Deadman:** anchor before firing.
11. **KEY1-KEY8:** CUE Firing and Stop, lights on when firing.

2. Rear Panel



1. **AC Input:** AC Power Input.
2. **LAN:** Network Port.
3. **Download:** File Download Port.
4. **Audio:** Audio Signal Output.
5. **MIDI In:** MIDI Signal Input.
6. **LTC In:** Linear Timecode Input.
7. **Trigger:** External Trigger Port.
8. **DMX -3PIN:** 3-PIN DMX Output.
9. **DMX -5PIN:** 5-PIN DMX Output.

3. Main Interface

1. **Super DMX:** DMX device programming, capable of programming complex effects.
2. **Simple DMX:** Equal to a simple DMX console, 128 channels DMX value output.
3. **Manual Fire:** Pyro manual programming and firing.
4. **Auto Fire:** Cooperate with FXcommander™_Editor to realize effects synchronization with music. Support both DMX and Pyro.

5. **Check Slave:** Check pyro slave status.
6. **Noise Info:** Check interference of pyro wireless signal.
7. **File:** File backup, Device Lib and Software update.
8. **Settings:** Parameters setting.

Δ Super DMX

Click “Super DMX” enter super DMX interface as below.
"Super DMX" consist of "Device List" and "Cue List".
"Device List" add stage device and show in table.
"Cue List" edit the effect of stage device.

Ready: Device status option. For example with this option it makes SPARKULAR preheated and ready to firing soon after DMX armed possible.
SCENE0, SCENE1, SCENE2, SCENE3: different scene may use different device and CUE, according to different performance scene requirements operator can switch easily.
Check: Check Temp. Pressure etc parameters of SHOWVEN device on FXcommander™
Select Even, Select Odd, Select Same, Clear Select: Select or Clear select of device, only for the same category device.
To Pyro: switch to Manual Fire interface to firing pyro manually.
Add Device: Switch to device adding interface to add device.
Delete Device: Delete selected device.
Delete All: Delete all device in device list.
Enable: Enable / Disable device. Default setting is enable all. The disabled device can still be selected and set up. When running Cue, the disabled device will shown in different colors, but in disable status.
Duration: Firing duration for single trigger of each device.
Trigger Delay: Interval between firing of two adjacent devices.
Repeat Period: Interval between two triggers of the same device. It works only when Repeat Counts > 1.

Repeat Counts: Repeat times.

Cue Group Repeat Count: Cue group repeat times. Each column of Cue List as a group, there are utmost 4 Cue in each Cue group, when the Cue Group Repeat Count > 1, the Cues in the same Cue group will repeated.

↑↑↑: Synchronous Firing of Cue.

→: Left to Right firing of Cue.

←: Right to Left firing of Cue.

→←: Sides to Middle firing of Cue.

←→: Middle to Sides firing of Cue.

Key1-Key8: key to corresponding Cue, shows the status of relevant keypad on machine panel.

Tap to switch the key to Lock Mode (will show a lock icon in the upper right corner) or Tap Mode.

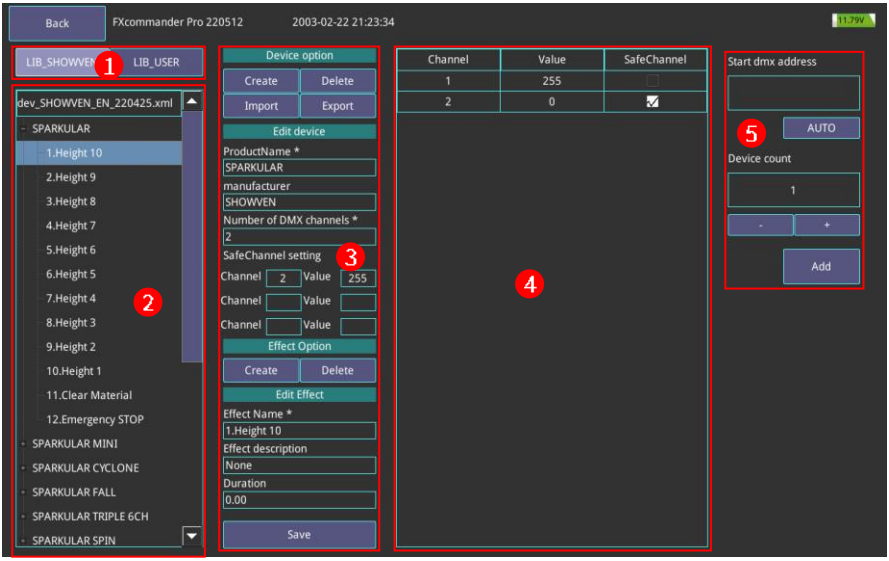
Press and hold the key can draw and customize logo on it.

Under Lock Mode, Cue group can be triggered by press the corresponding keypad on machine panel. Press again will stop.

Under Tap Mode, Cue group can only be triggered by press and hold the corresponding keypad on machine panel all the time, it will stop once release the keypad.

△ Add Device

"Add Device" interface



Region 1

LIB_SHOWVEN: Library file of SHOWVEN® device, it can be download from SHOWVEN® website. Not support edit.

LIB_USER: User defined device library.

Region 2
Device and effect list in device lib.

Region 3
Check and edit device contents such as device name, effects, safety channel setting etc.

Device Option:
Create: Create device.
Delete: Delete device.
Import / Export: Press “Import” / “Export” will switch to File interface to upload / download lib file through USB.

Edit device:
Edit basic parameters for service.

Effect option:
Create: create device effect.
Delete: Delete device effect.
Edit Effect:

Effect Name: set the name of the effect.
Effect description: description for the effect.
Note: Options marked with * are mandatory when doing library editing.

Region 4
Set DMX value for the effect, press “Save” to save the setting.

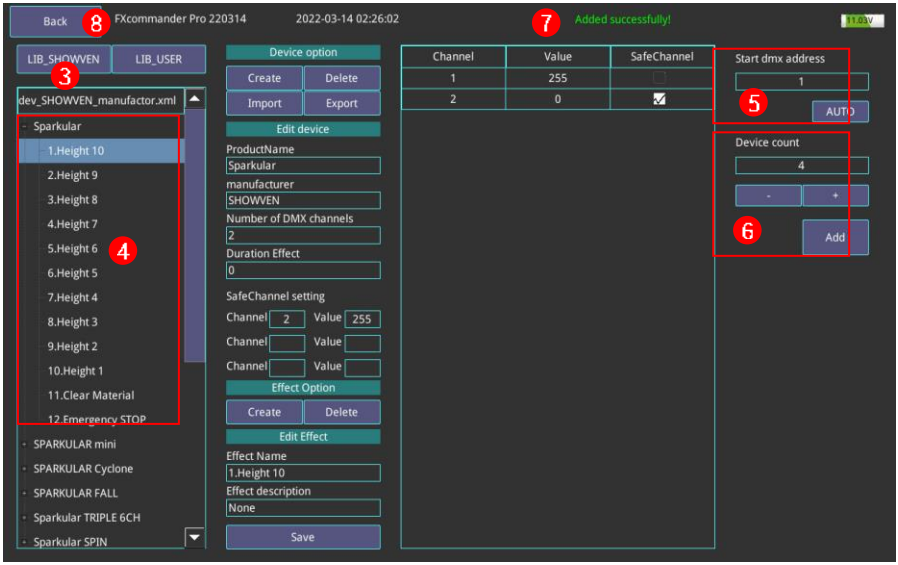
Region 5
Set device start DMX address and device quantity.
Start dmx address: set the start dmx address for added device. Press “AUTO” can automatically identify the minimum address that is not used in the device list.
Device count: the quantity of device added to Super DMX. Press "+" or "-" to set the quantity. Press "Add" to add the edit device to Device List, if successful it will show "Added successfully".

Δ Super DMX Edit Example

Example 1: Edit a scene with SHOWVEN device

Programming a show with 4 units of SHOWVEN® SPARKULAR®， firing from Left to Right, with height of 5m (height 10), firing duration “2s”, trigger delay 3s, repeat period is 15s, repeat counts 2 times.

1. Press “SUPER DMX”, Select "SCENE0";
2. Press "Add Device" to enter add device interface as shown below;



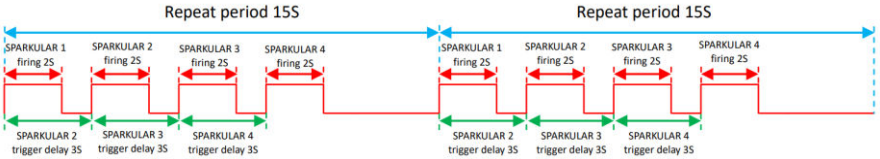
3. Press LIB_SHOWVEN®;
4. Select “SPARKULAR®”;
5. Set the start DMX address for the device;
6. Set the device quantity;

7. Press "Add", will shown "Added successfully!" on top of screen;
8. Click "Back" to super DMX interface;

9. Select the position where you want to put the Cue in Cue list table;
10. Select the preset firing rule "→";
11. Select the devices in "Device List";
12. Set the parameters at "CUE setting", For example, the setting in above picture is effect of "Height 10", firing duration "2s", trigger delay is 3s, repeat period is 15s, repeat counts 2 times, CUE group repeat counts is 1;
13. Press "OK" to save the setting;

14. Now a whole Cue is ready as show in above picture. “Sparkular®” is the device name; "1.Height 10" is effect; "1-4 / Y / →" means device 1-4 are all in the Cue (if there are device which is not selected in the Cue, it will show “N” instead of “Y”; "→" is firing rules (from left to right).

The whole firing Cue as below.



15. Press and hold key (here is key9) enter personalize interface;
16. Select “Picture” or “Character”, here we select “Character”;
17. Enter “SPARKULAR®” in the textbox;
18. Select font color;
19. Set font size;
20. Click “OK” to save the change and exit the interface;

21. The setting personalized icon;
22. Select another vacant Cue position;
23. Select Synchronous Firing;
24. Select 4 devices in device list;
25. Set effect “Clear Material” at CUE setting;
26. Set the personalize icon “Clear” as show in about picture;

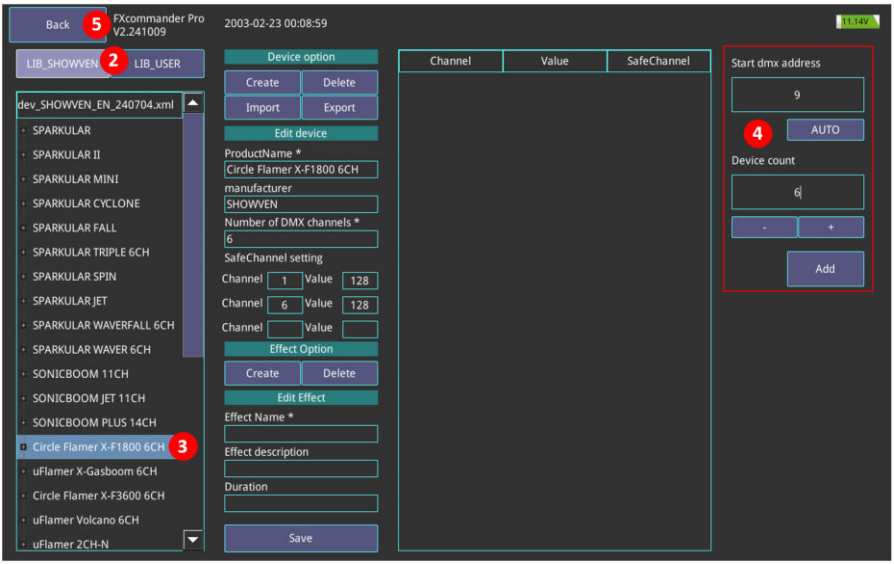
After those setting, please switch the “DMX Arm” to ON status, press Key1 keypad on FXcommander™ panel, 4 units of SPARKULAR® will firing from left to right; when press Key8 keypad, all SPARKULAR® clear material;

Check the machine status on FXcommander™

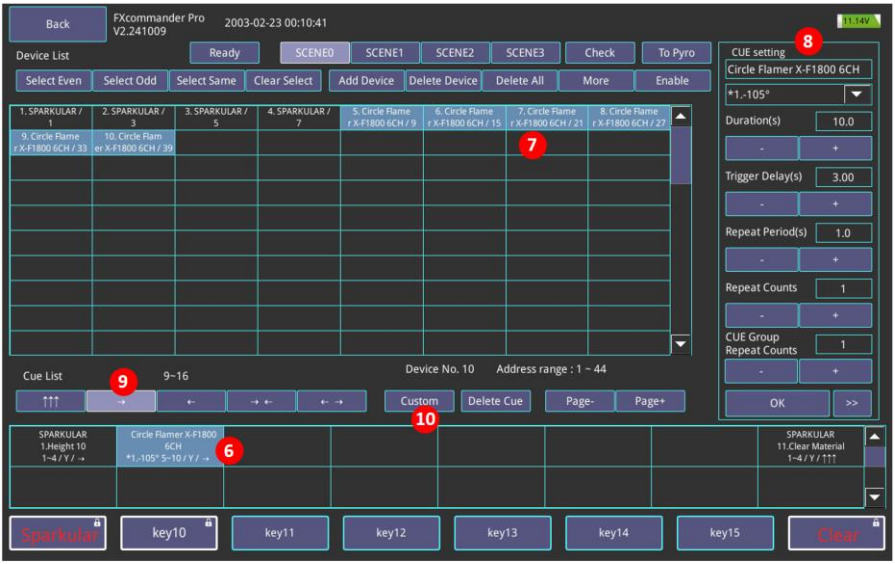
27. Click “Check” enter the device status monitoring interface;
28. Switch the “DMX Arm” to ON status, “DMX ARMED” will display on top of screen;
29. As we can see from above picture, the device in device list turn into blue background.
    First line “SPARKULAR®” is the device name;
    Second line “1””3””5””7” is the DMX address of corresponding device;
    Third line “575” is the SPARKULAR® heating chamber temperature.
    When DMX ARM at OFF status we can also check the device status here.

Note: when there is signal amplifier connect in series, then the data backhaul fails.

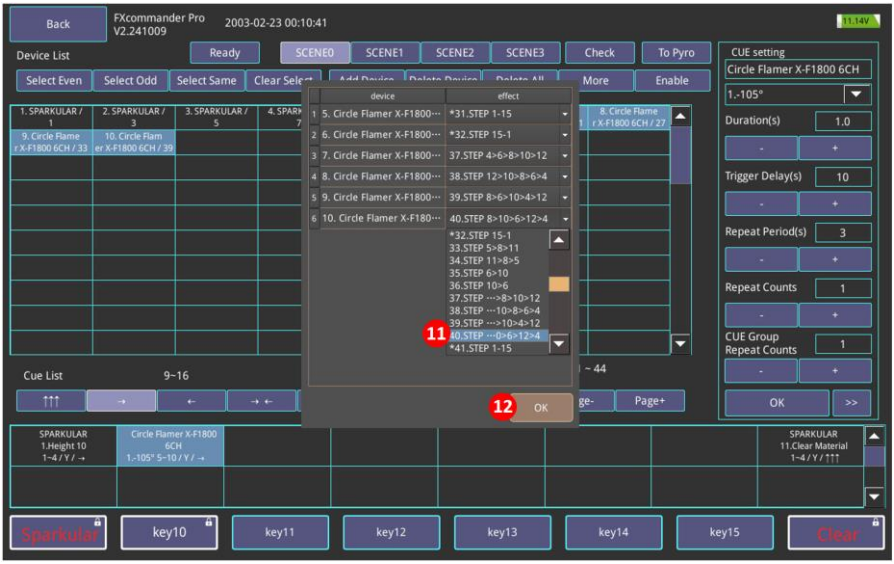
Example 2: Edit flamer Cue group



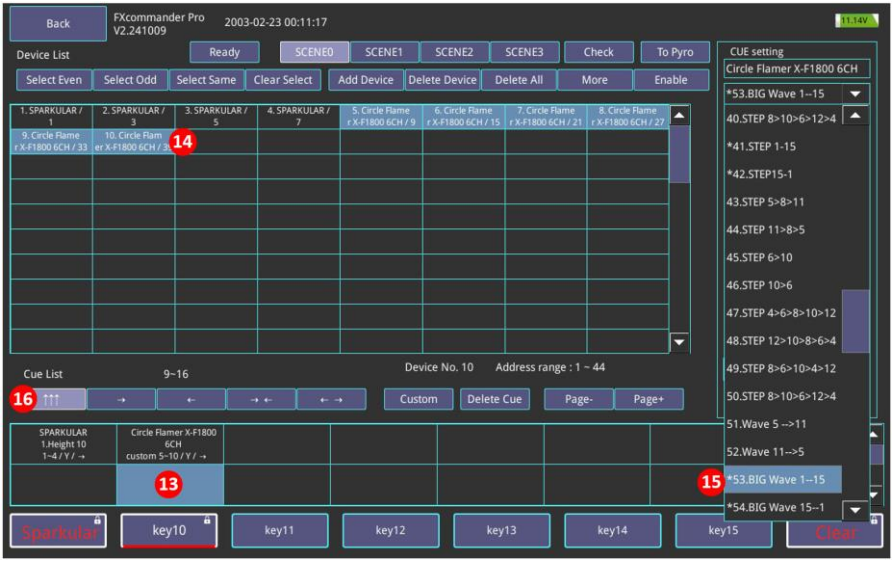
1. Press “SUPER DMX”, Select "SCENE0"; and press "Add Device" to enter add device interface as shown below;
2. Select LIB_SHOWVEN®;
3. Select the device CIRCLE FLAMER® X-F1800 6CH;
4. Set the start DMX address (can’t overlap with the address which have occupied in previous settings). Input device quantity and click “Add”;
5. Add device finished. Click “Back” return to the Super DMX interface;



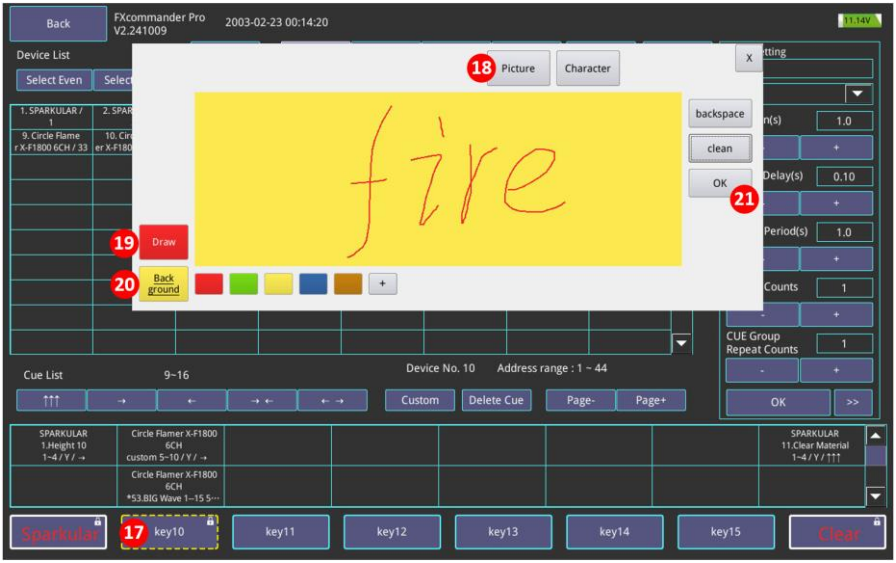
6. Select the position where you want to put the Cue in Cue list table;
7. Select CIRCLE FLAMER®, can only select the same category device at the same time;
8. Set up parameters in "CUE Setting", click "OK" to save the setting. For CIRCLE FLAMER® step sequence or wave sequence the effect duration is fixed, when set the duration please just input 1s;
9. Select preset firing rule "→";
10. Click "Custom" can set the effect of each individual device;



11. Operator can edit “effect” of each device here;
12. Click “OK” to exit;

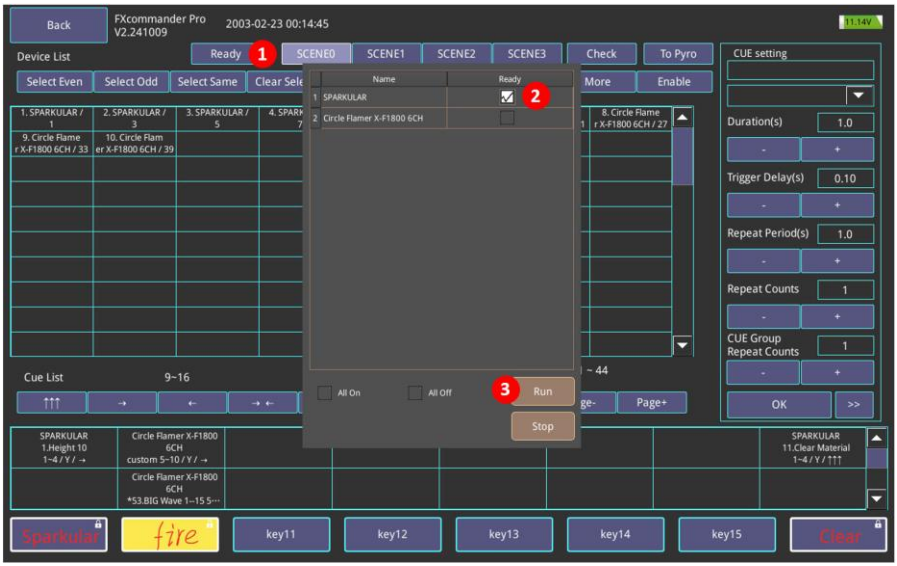


13. Select another vacant Cue position. Only the upper row already set Cue can operator select the vacant Cue position in lower row;
14. Select device;
15. We can set the same effect for all selected device here. For example “BIG Wave 1-15", after finish all parameter setting, click “OK” to save;
16. Select preset firing rule “↑ ↑ ↑”, "Trigger delay" is meaningless under Synchronous Firing mode;



17. Press and hold “key10” enter personalize interface;
18. Select “Picture” or “Character”, here we select “Picture”;
19. Click “Draw” can draw whatever operator’s like, the colors can also change;
20. Click “Back ground” can change the colors of the background;
21. Click “OK” to save the change and exit the interface;

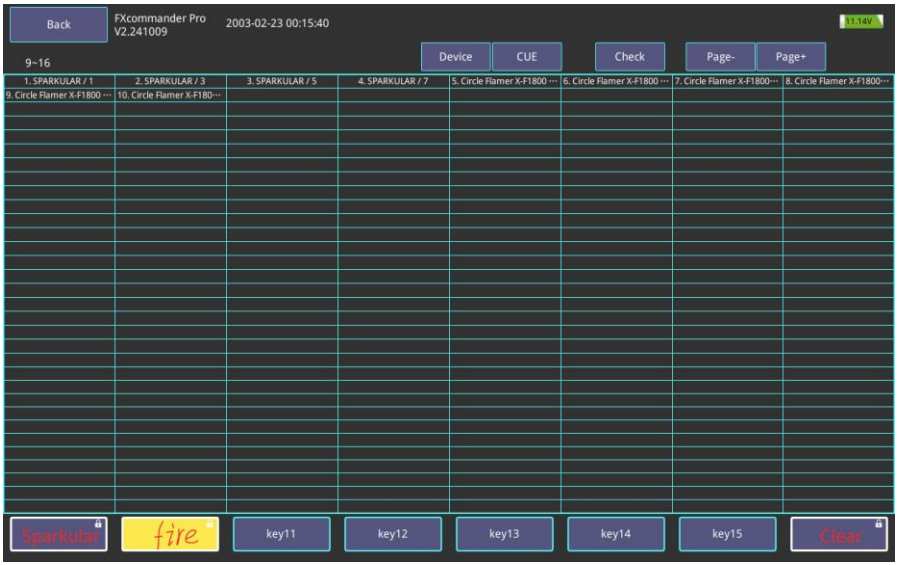
∆ Ready button operation

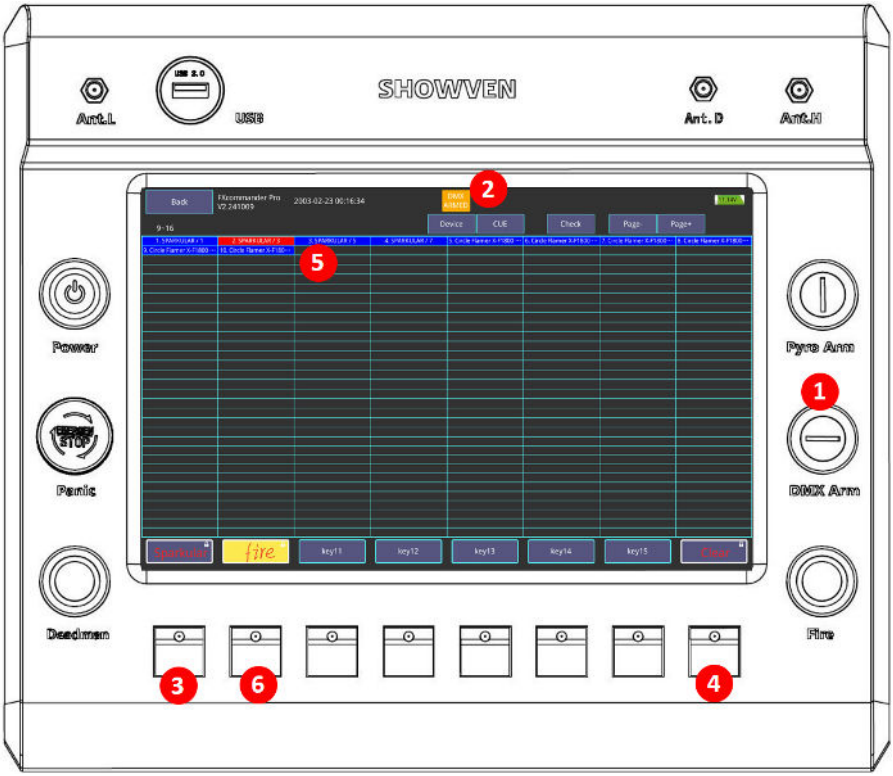


1. Click “Ready”
2. Select related device, for example “SPARKULAR”
3. Click “RUN”, then SPARKULAR will enter heating up status.

Δ Running Cue Group

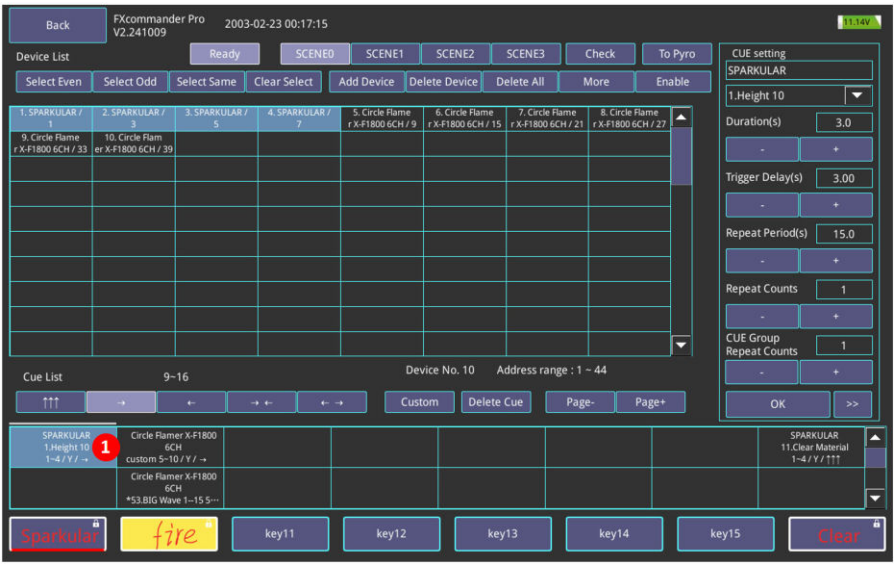
Click “MORE” in SUPER DMX interface, we can check all the DEVICE status and all CUEs programmed.





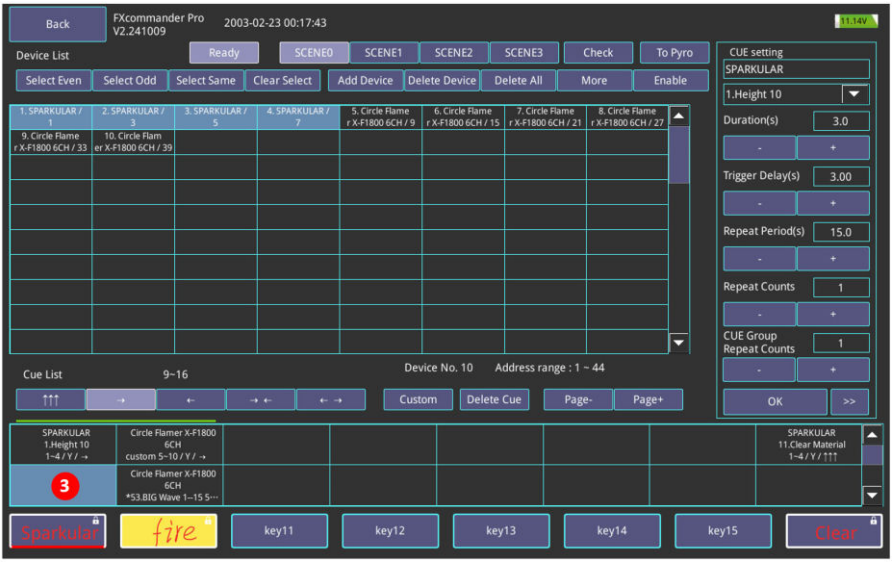
1. Switch “DMX Arm” to ON status. Please note whenever exit or enter “Super DMX” interface, “DMX Arm” should stay at OFF status;
2. It will show “DMX ARMED” on top of the screen after switch the “DMX Arm” on panel. Then operator can firing the Cue;
3. Tap “key1” keypad on FXcommander™ panel will firing the “SPARKULAR®” Cue group;
4. Tap “key8” keypad on FXcommander™ panel will clear material for SPARKULAR® in related Cue;
5. After switch on “DMX Arm”, different background color for device in device list have different meanings.
   BLUE: with safety channel setting and not firing now;
   RED: with safety channel setting and firing now;
   NO BACKGROUND COLOR: means device with no safety channel;
6. Tap “key2” keypad on FXcommander™ panel will firing the “CIRCLE FLAMER® X-F1800” Cue group;

Grouping of cue



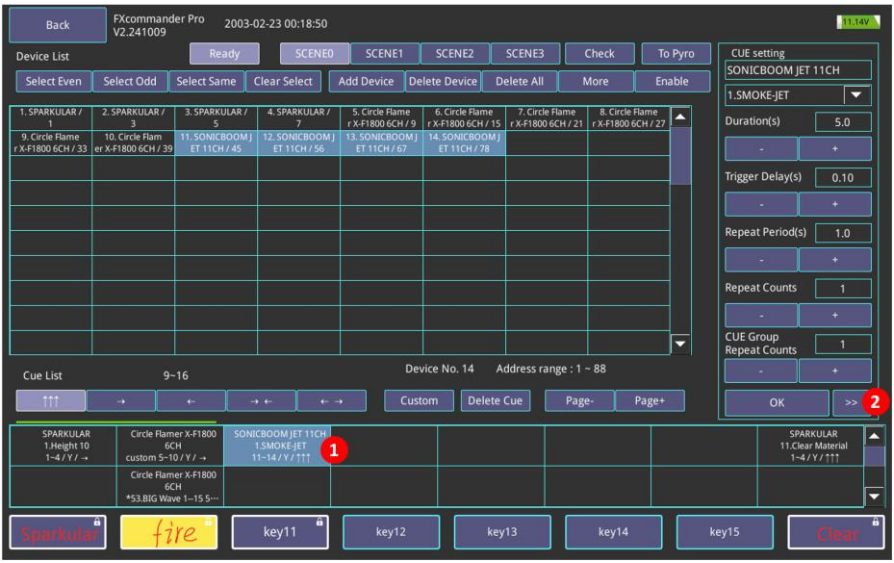
1. Press and hold the first Cue of the CUE group until a short gray horizontal line appears above it. As show in above picture.

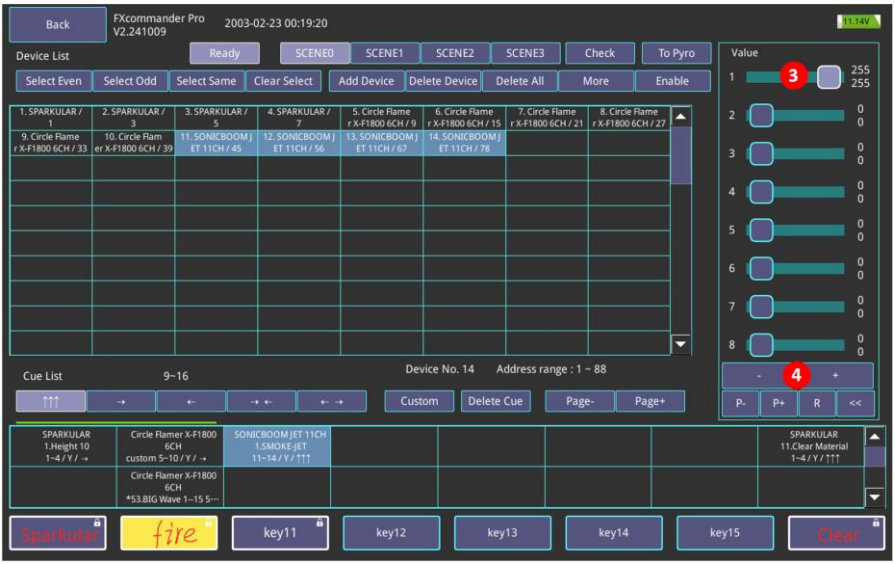
2. Click the cue next to the first cue which with gray horizontal line it, then gray line will combined together.



3. Click any empty cue, the gray line turns green means those cue group combination is successful; Now operator can press any key of the combined Cue group to trigger the two Cue groups at the same time. For example here operator can press both SPARKULAR key or Fire key to trigger SPARKULAR and CIRCLE FLAMER firing together.
4. Disbanding a group, if need to disbanding a cue group, please press and hold any of the cue in the group, after the green lines turns to gray, click the cue which you want to disbanding from the group then it will release from this group.

Real-time adjustment of Cue file output value





1. Select related CUE
2. Click “>>”
3. Adjust the DMX value through the fading bar
4. Click "+" and "-" to fine-tune the output value; click R to reset; "P-" and "P+" to switch pages; click "<<" to exit the interface.

Note: S is the safety channel value and cannot be adjusted; this function cannot be used when the device in the Cue is set to a different effect through Custom.

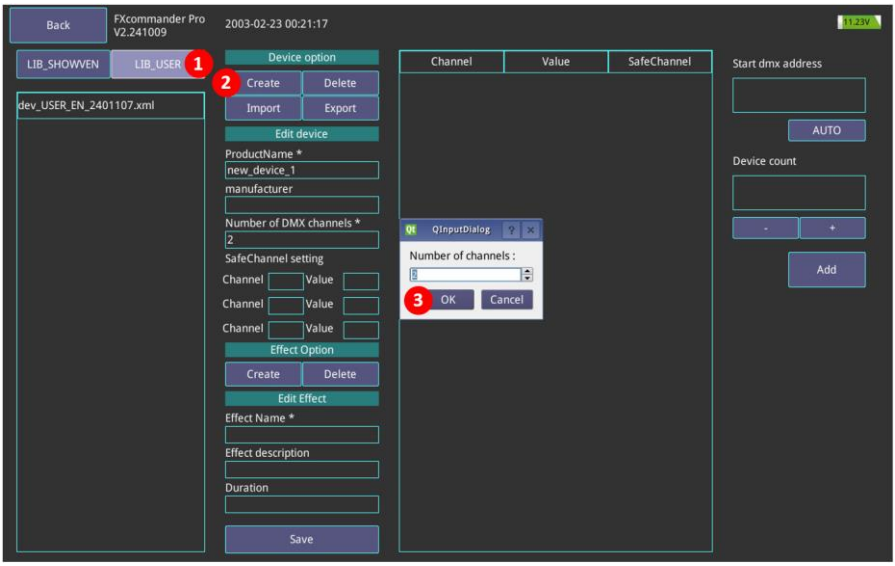
Δ User Lib Device and Effect Adding

Example 3: Create a device

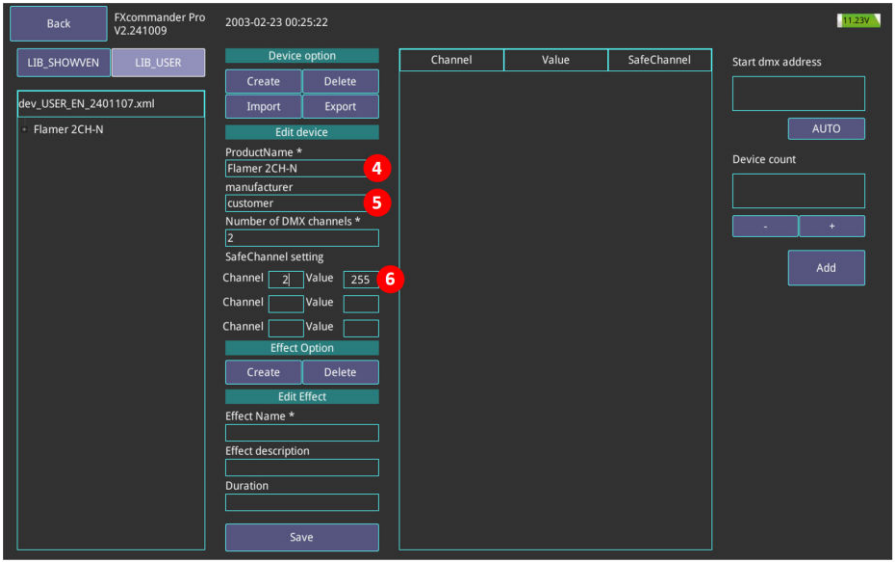
First get the DMX channel information of the device you want to create in User_Lib. For example here we want to create a flamer with 2 channels.

6. DMX CONTROL (2CH-N ，2CH Normal Mode)

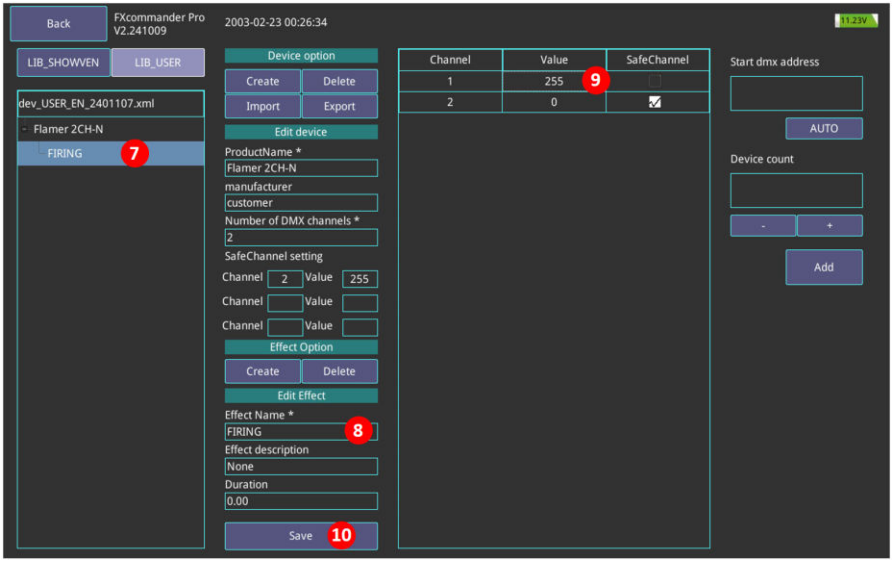
Channel	Function
CH-1	**Ignition ON/OFF:** (0~110) Ignition OFF, (111~255) Ignition ON
CH-2	**Mode setup:** (0~239) Pressure Relief Mode (Emergency Stop), (240~255) Compression Mode



1. Click “LIB_USER”.
2. Click “Create” it will popup "QInputDialog" interface to set the number of channels of the device as above picture.
3. The device we want to create here occupy 2 channels, so here we enter 2, and click “OK”. Please be aware the Number of Channels can’t be changed once set here.



4. Input Product Name;
5. Input Manufacturer;
6. Set safety channel and related DMX value;



7. Select the effect you want to edit;
8. Modify the effect name if needed;

9. Set DMX value according to DMX control information of the device. For safety channel, please not change the default value “0” ;
10. Click “Save” to save the setting;

NOTE: The duration at Edit Effect, if it is the effect with fixed firing time then set the exact duration, if it is random then keep it 0.00.

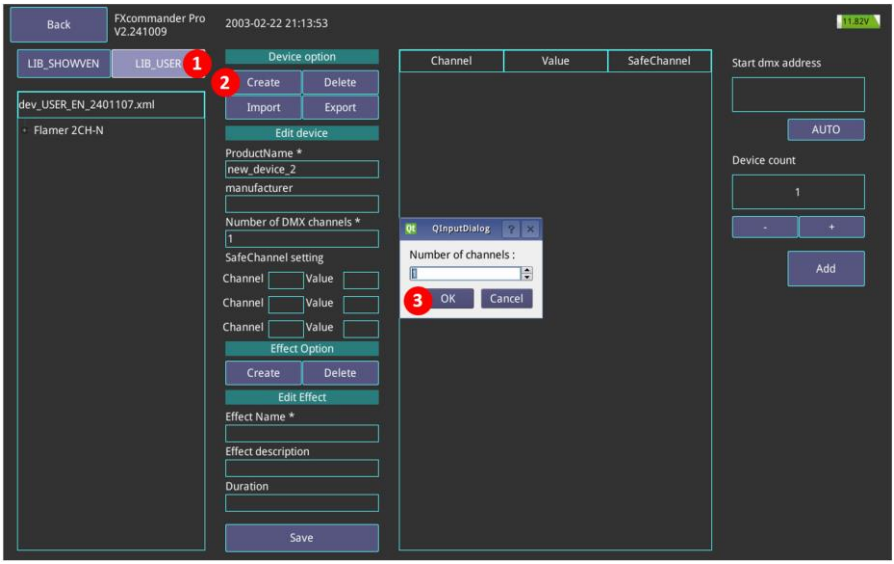
Example 4: Create a device with independent safety channel

For device with independent safety channel, set Global safety channel at Setting menu instead of set safety channel when create device lib.

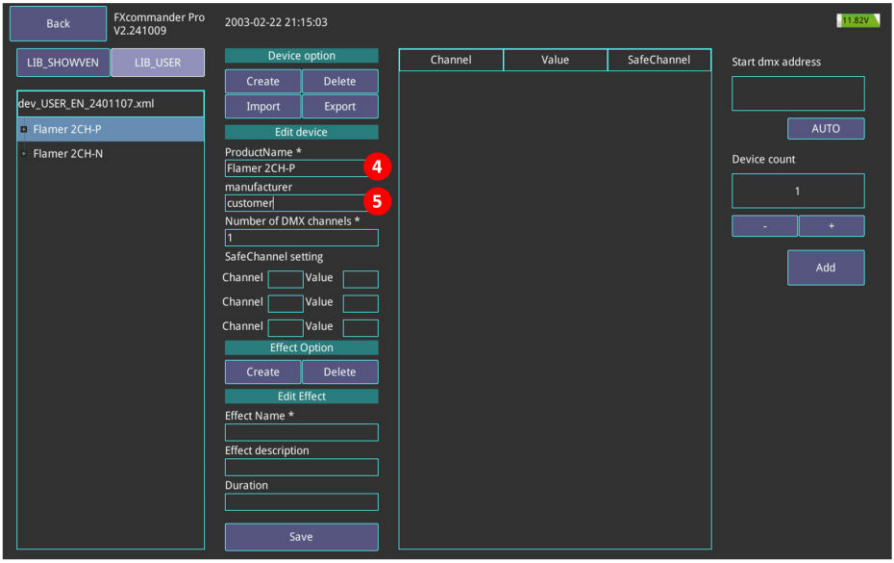
4. DMX CONTROL (2CH-P, 2CH Professional Mode)

Channel	Function
CH-F	**Ignition ON/OFF:** (0~110) Ignition OFF, (111~255) Ignition ON. The default value F=1
CH-S	**Mode setup:** (0~49) Pressure Relief Mode (Emergency Stop), (50~200) Compression Mode, (201~255) Pressure Relief Mode (Emergency Stop). The default value S=2

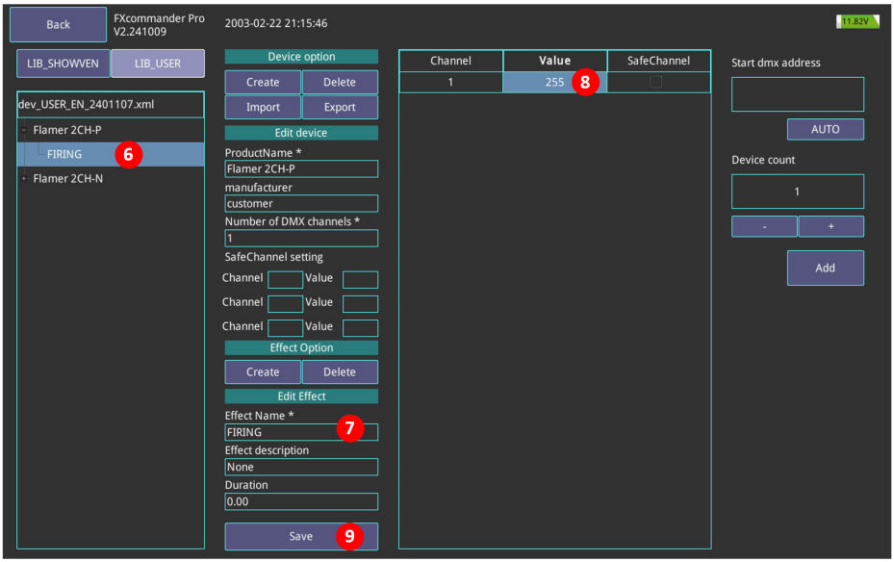
Note: F = Fire Address ; S = Safety Address.



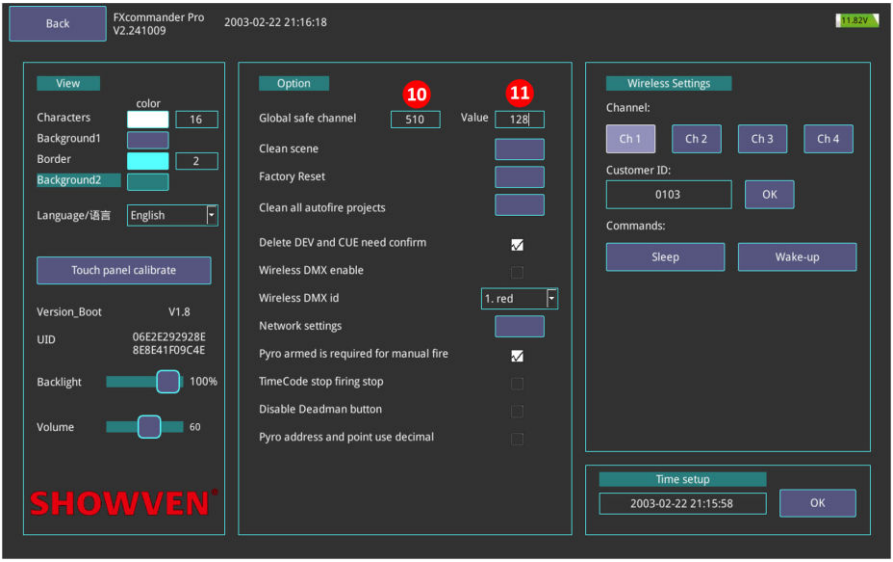
1. Click “LIB_USER” ;
2. Click “Create” it will popup "QInputDialog" interface to set the number of channels of the device as above picture;
3. The device we want to create here occupy 1 channel, so here we enter 1, and click “OK”. Please be aware the Number of Channels can’t be changed once set here;



4. Input Product Name;
5. Input Manufacturer;



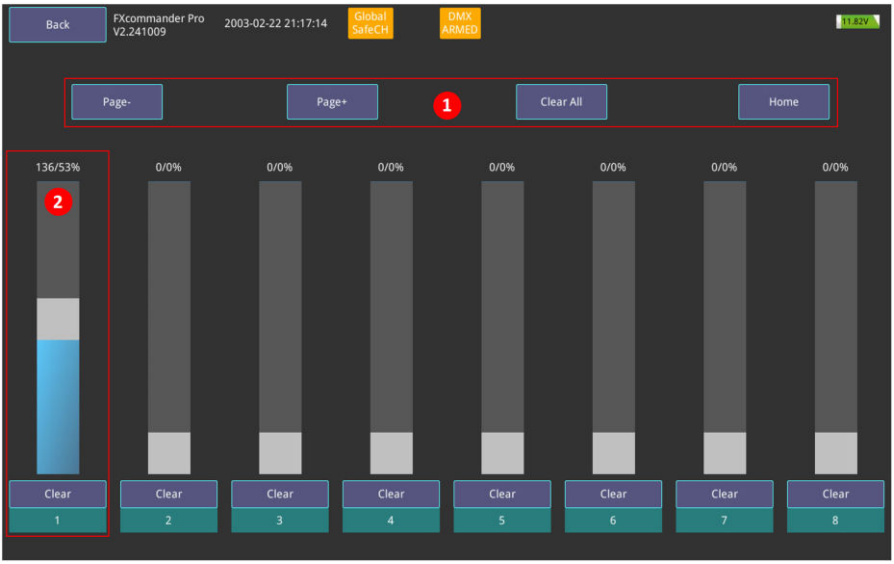
6. Select the effect you want to edit;
7. Modify the effect name if needed;
8. Set DMX value according to DMX control information of the device;
9. Click “Save” to save the setting;



10. Exit “Super DMX” menu, enter “Setting” menu, set “Global Channel”DMX address, for example we set 510 here;
11. Set safety channel DMX value, here we set 128.

Δ Simple DMX

Simple DMX used to output the DMX value of a fixed channel.

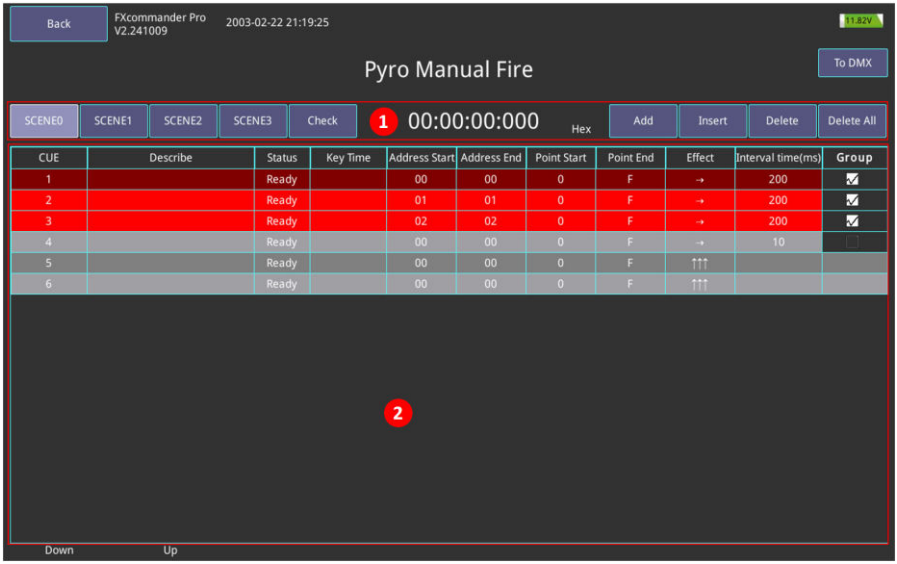


Simple DMX interface

Region 1: operations towards "Simple DMX" page
Page -: page down
Page +: page up
Clear All: Clear all DMX
Home: Back to first page
The existing DMX output will not cleaned up during page turning.

Region 2: DMX output information.
Each column together with corresponding keypad on panel is a group, there are 128 groups in total, means it can output 128 DMX address. Slide the white block of each column will output the related DMX value of the corresponding DMX address. Press the keypad on FXcommander™ panel will output DMX value of 255, release the DMX value back to 0.
NOTE: Before operate please switch the "DMX Arm" to ON status.

Δ Manual Fire



Manual Fire Interface

Region 1: Menu setting area.

SCENE0, SCENE1, SCENE2, SCENE3: switch between different scene. Can't change scene when "Pyro Arm" at ON status. Each scene corresponding to a file, which can be copied through USB. For more details please check "File" menu.

Check: switch to "Check Slave" interface to check igniter status of current scene.

00:00:00:000: Timing, timing starts when the first CUE is triggered.

Add: Add a Cue file to the end of CUE list.

Insert: Insert a cue in current position.

Delete: Delete current selected Cue.

Delete All: Delete all Cue file.

To DMX: switch to SUPER DMX interface

Region 2: Cue list area.

Up / Down: press the corresponding keypad on FXcommander™ panel will help to switch and select Cue.

Cue: sequence No. of Cue.

Describe: description of present CUE.

Status: Status of Cue, "Ready"means the cue is ready; "active" means it is running; "Down" means running finish.

Key Time: Time of the cue being triggered.

Address start: Start address of Slave.

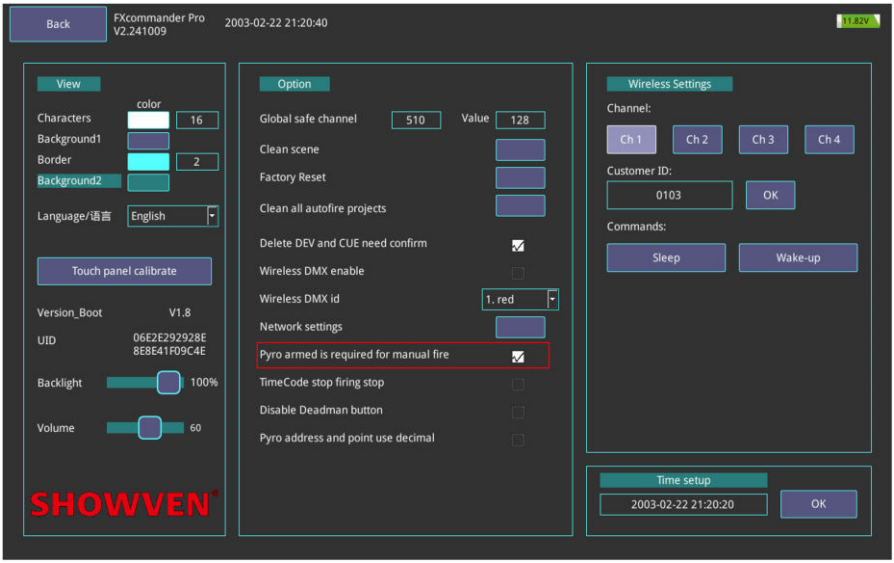
Address end: End address of Slave.

Point start: Start point of ignition position on Slave.
Point end: End point of ignition position on Slave.

There are 16 ignition position on our slave.
Below 3 setting example will help to understand the Address start, Address end, Point start and Point end.
Example 1:
Parameters Setting: Address start=0; Address end=2; Point start=4; Point end=5;
Triggered firing position: include Slave 0 position 4 to F, Slave 1 position 0 to F, Slave 2 position 0 to 5.
Example 2:
Parameters Setting: Address start=0; Address end=2; Point start=4; Point end=4;
Triggered firing position: Slave 0 position 4, Slave 1 position 4 and Slave 2 position 4.
Example 3:
Parameters Setting: Address start=0; Address end=0; Point start=2; Point end=9;
Triggered firing position: Slave 0 position 2 to 9.

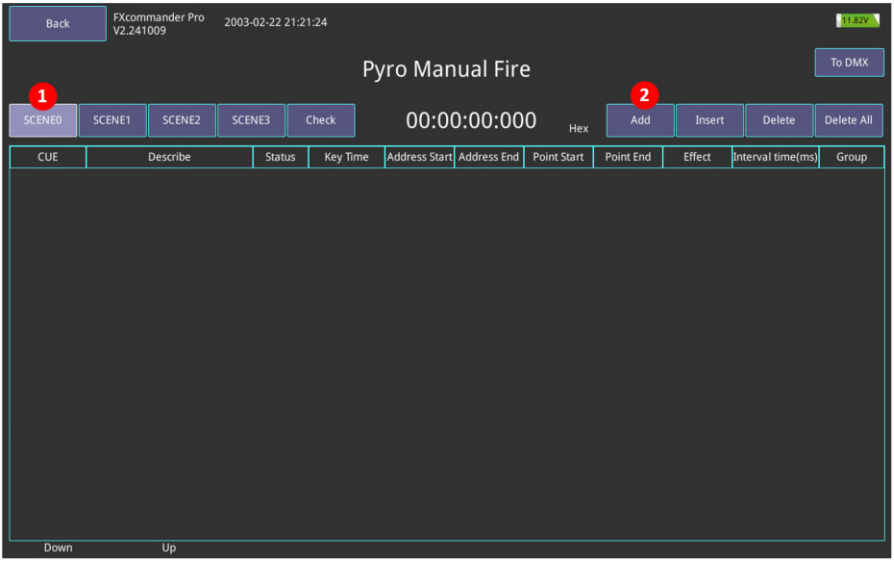
Effect: set the firing running rules of the slave. There are five preset firing running rules Left to Right, Right to Left, Synchronous, Sides to Middle, Middle to Sides.
Interval time (ms): firing time interval between two igniter on slave.
Group: Grouping of cues to firing together.
Select any of the Cue, click to choose this Cue in "Group" column (it will show "√" after selected), only adjacent Cue can be combined into same group.
Background color is the same for a group Cue.
Cues in different groups will appear in alternative grey and white.
The Cue in same group will triggered together.
Click the "√" to ungroup.

After setting manual fire file, select a CUE, switch ON "Pyro Arm", hold "Deadman" button and press "Fire"button, the CUE start firing, and timing start from the moment press "Fire" button. When current CUE finished, it will jump to next CUE, if want to firing next CUE please hold "Deadman" and press "Fire".
Switch off the "Pyro Arm" can terminate the firing CUE.
Note: Manual Firing demonstration mode can be set in setting menu. When not select "Pyro armed is required for manual fire" means the manual fire demo function was ON, there is no wireless signal send out after press "Fire", in this case we can check the igniter status at "Check" interface.

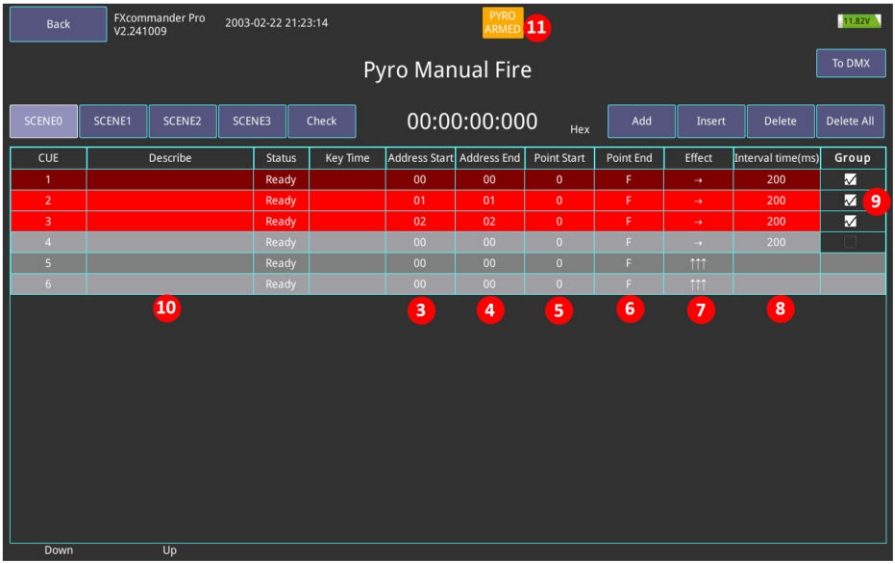


Δ Edit Manual Fire File

Enter manual fire interface as below.



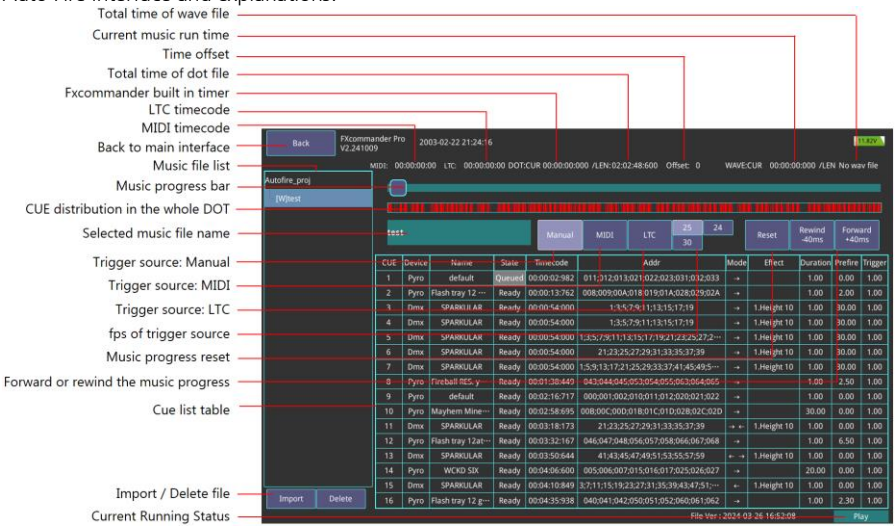
1. Select “SCENE0”
2. Click “Add” to add Cue file.



3. Set Start address;
4. Set End address;
5. Set Point Start;
6. Set Point End;
7. Set effect (firing running rules) ;
8. Set interval time;
9. Set Group. Cue 1, 2, 3 are set in the same group, so it will be triggered together;
10. Add CUE description if needed
11. The setting CUE can be fired by switch ON “Pyro Arm”, hold “Deadman” then press “Fire”.

∆ Auto Fire

Auto Fire interface and explanations.



All music project file are programmed on WINDOWS software FXcommander™_Editor, download to FXcommander™ via USB disc or USB download cable; A complete music project file consist of three files: DOT file (control the device); CSV file (display CUE list); WAVE file (play music).

NOTE: Project file can with or without WAVE file, for the project with WAVE file there is a [W] before the file name. File with WAVE can output music when running.

CUE list parameter information:

CUE: CUE number.

Device: Device type, including DMX and PYRO two types.

Name: Device name.

State: Current CUE status, there are four status: Queued, Ready, Active, Done.

Addr: Device address.

Mode: preset running mode. There are five modes: "→←", "←→", "→", "←", "↑ ↑ ^ ".

Effect: The effect of the device.

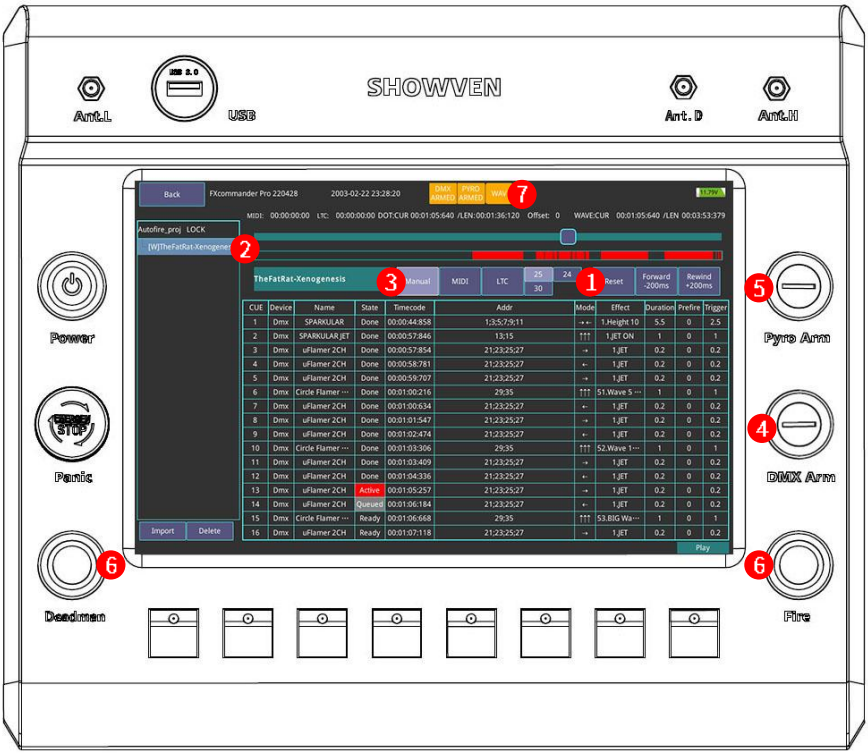
Duration: Effect duration.

Prefire: Current CUE advanced trigger time.

Trigger: Device trigger intervals.

Drag the music progress bar to fast forward or rewind. The length of progress bar is from the music start to last device trigger, that means sometimes when the music progress bar already to the last, there is no device will be triggered, but can still output music.

Δ Run Auto Fire



1. Click “Reset” to reset the running time to start point.
2. Select music project file.
3. Select trigger source. Here we select “Manual”.
4. Switch ON “DMX Arm” if there are DMX device.
5. Switch ON “Pyro Arm” if there are PYRO device.
6. Press and hold “Deadman” then press “Fire” to run the project file.
7. If there is WAVE file included in music file, it will show“WAV”on the screen.

Press “Fire” again during firing, the auto fire sequence will stop running, hold “Deadman”and press “Fire” to continue. Click “Reset” will rewind the running time back to start point.

Δ Check Slave

Check Slave is to check the status of igniter connection on slave.

Region 1: check the igniter status of the set file.

"Manual Fire SCEN1": shows corresponding current file name.

If enter this interface through Manual Fire interface it shows scene name of the manual fire;

If enter this interface through selected music project, it shows the name of music project.

If no selected music project and enter this interface through main interface, it shows “no project”.

The "Rescan Universe" button only works if there are project files. When "Pyro Arm" is turned on, click rescan universe to display the status of the slave and igniter used in the corresponding file in the table (the Slave and igniter that not used in the file will not be displayed even if they are in an abnormal state).

Region 2: check the detailed status of Pyro Slave.

Bat: 80% shows the state of charge.

Two small circles in the middle shows the high frequency and low frequency wireless signal respectively (Green – signal good, White – no signal).

Line between each group of black and red dot shows igniter status:

Green: used in the cue, connected.

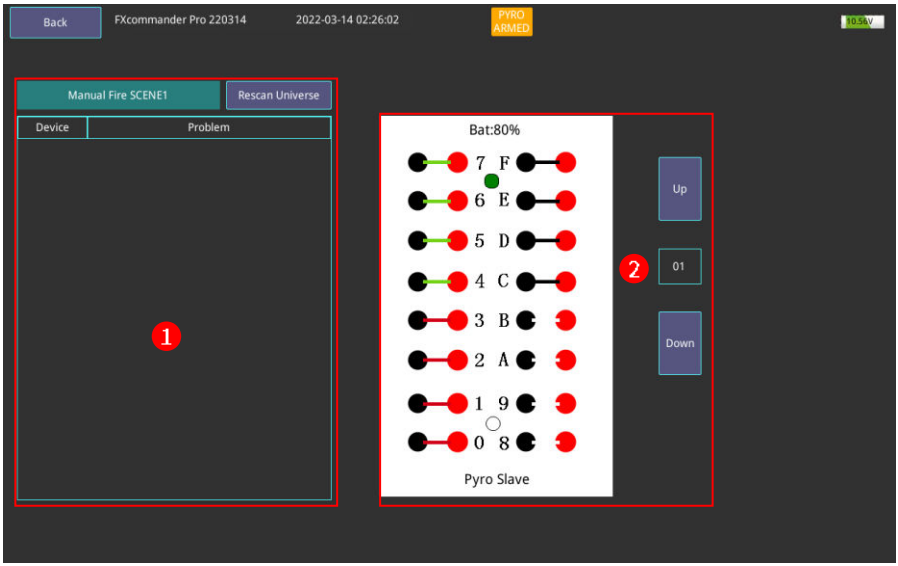
Red: used in the cue, not connected.

Black: not used in the cue, but connected.

White: not used in the cue, not connected.

"Up" and "Down”: switch from slaves.

Address range for igniter 00~FF.



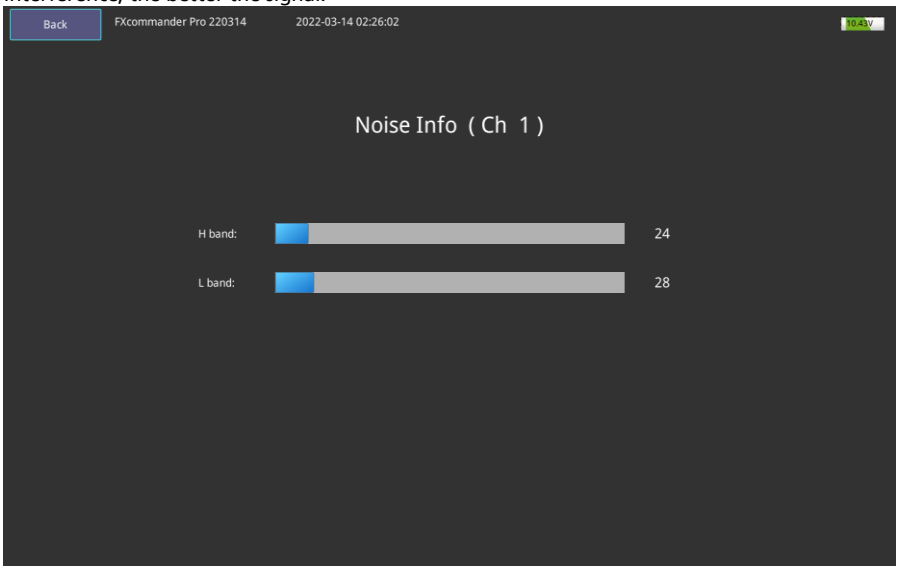
Check Slave interface

Note:

Keep “customer ID” of FXcommander™ and Slave in accordance with the signal channel. If there is no signal, please set in “settings” interface. Check the Slave igniter status need to switch ON “Pyro Arm”.

Δ Noise Info

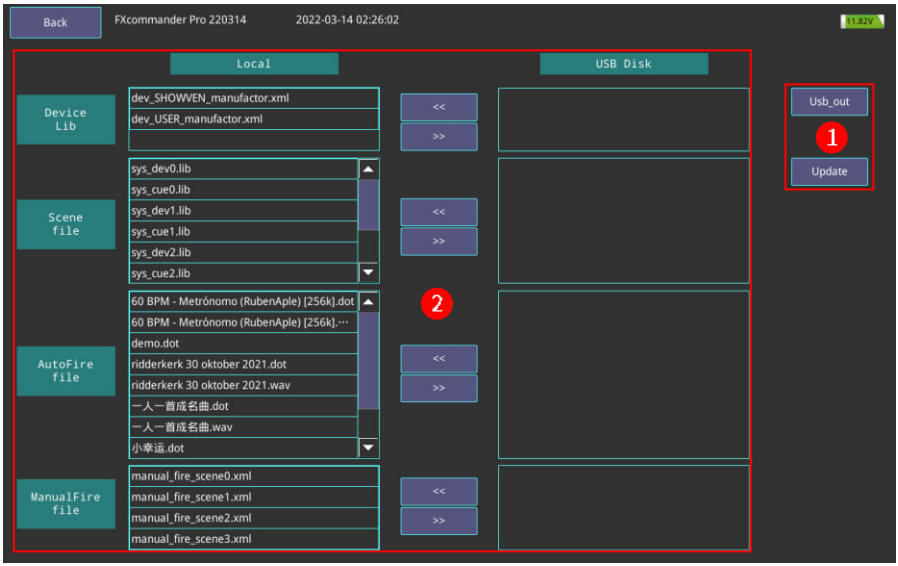
Check interference of pyro wireless signal. The shorter the blue bar the weaker the signal interference, the better the signal.



Noise Info Interface

Δ File

File menu interface.



File interface

Region 1:

Software update through USB flash disc.

Update: firmware update. Put USB flash disc to the USB port, click "update"it will pop up a dialog box, click "YES". Device will finish firmware update automatically.

Usb_out: Exit USB flash disc.

Region 2:

Files transfer between FXcommander™ and USB flash disc. There are 4 files group: Device Lib, Scene Lib, AutoFire file, ManualFire file.

Device Lib: Lib file corresponding to "LIB_SHOWVEN" and "LIB_USER" under "Super DMX"-"Add Device". Prefix "dev_SHOWVEN®cognized as SHOWVEN® device lib; prefix "dev_USER" **recognized as** User device from other manufacturer.

Note for downloading lib files:

1. Lib file name prefix can only be "dev_ SHOWVEN® " and "dev_ USER ", otherwise it can't be recognized and downloaded.
2. When there are multiple lib file with the same prefix are selected for download to FXcommmander™, only the last file will be downloaded.
3. When update "Device Lib", all "Scene file" will be cleared.
4. Reboot device after update lib file.

Scene file: including the "Cue List", "Device List" and "Picture" of SCENE 0 to SCENE 3 under "Super DMX". With prefix "sys_dev" will be recognized as "Device List"; with prefix " sys_Cue" will be recognized as "Cue List"; with prefix " sys_pic" will be recognized as "Picture". The digit number shows in the file name corresponding the related scene. For example "sys_dev2" will be recognized as "Device List" for "SCENE2".

Note: Whenever download "Scene file" please download "Device Lib" together.

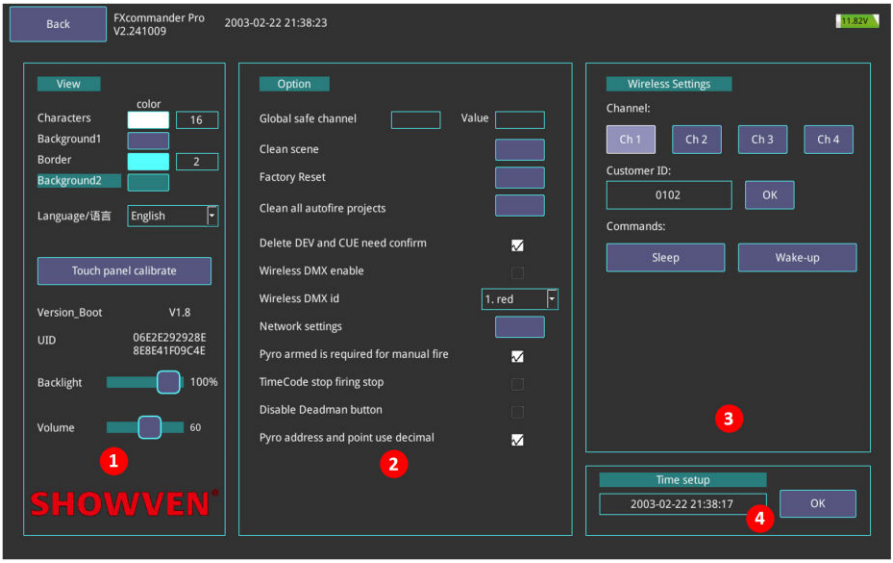
AutoFire file: including project file under "Auto Fire" menu. Normally a project file will include dot2, wav and csv three types of file. No music will be played if there is no wav file.

ManualFire file: including 4 scene file under "ManualFire".

Plug in USB flash disc, select files need to upload or download, click ">>" or "<<" of corresponding file group to realize file upload and download.

Δ Settings

Parameters setting interface.



Settings interface

Region 1:

Settings for software appearance.

Characters: modify color and size of font. (size range 10~18).

Background1: modify the color of the background that can operate.

Border: modify the frame color and rounding (rounding value range is 0~8, the large the value the rounder the frame).

Background2: modify the color of the background that can't be operated.

Language: modify language.

Touch panel calibrate: calibrate for the touch screen.

Backlight: drag sliding block to adjust the brightness of screen.

Volume: drag sliding block to adjust the volume output in Auto Fire.

Region 2:

Global safe channel and Value: Set overall safe channel and DMX value. When enter "Super DMX" or "Auto Fire" interface and switch on "DMX Arm" safe channel value will keep output after setting it.

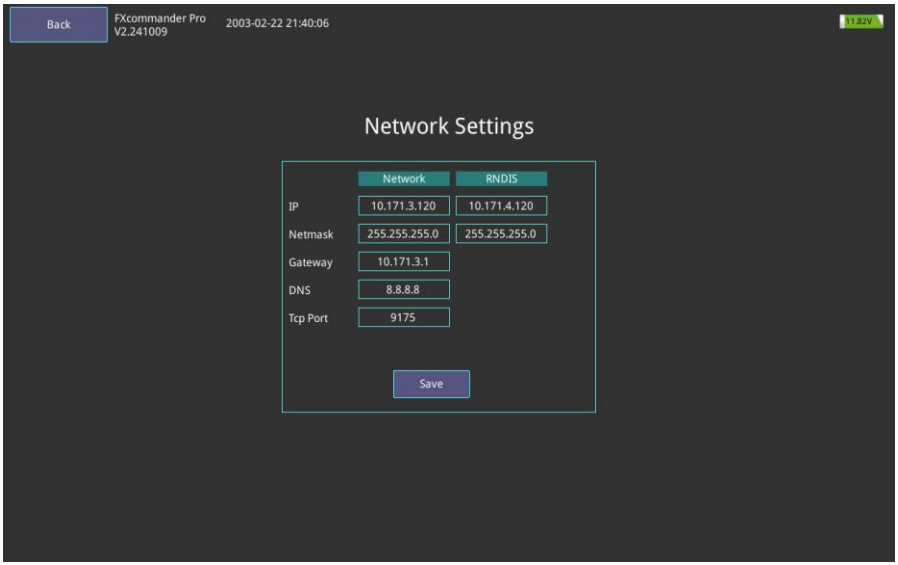
Clean scene: clean scene file. Click relevant color block will clean scene file in "super DMX".

Factory Reset: reset to default setting.

Clean all autofire projects: clear all music files in "Auto Fire" if click the color block

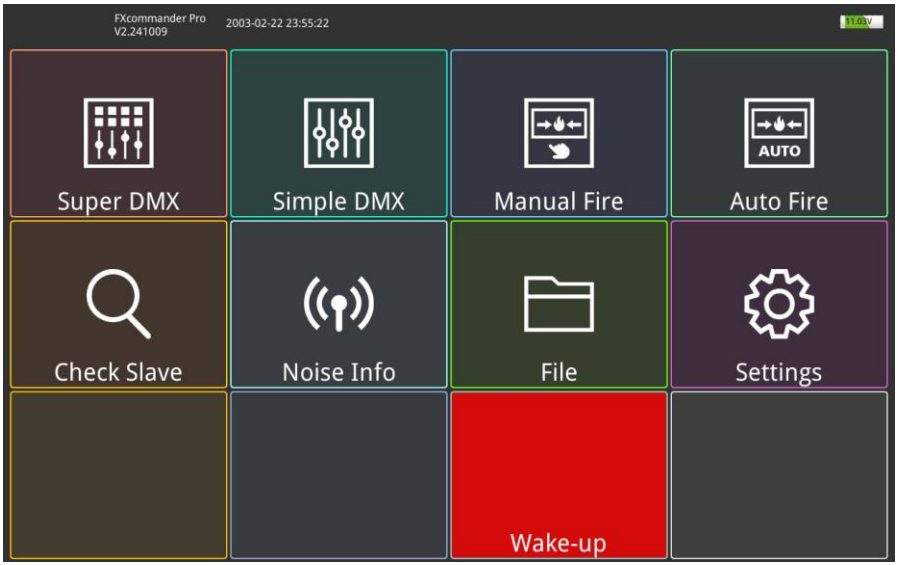
Delete DEV and CUE need confirm: if select this item, whenever delete DEV and CUE there will pop up to reconfirm the operation.

Wireless DMX enable: 2.4GHz wireless DMX function ON/OFF switch.
Wireless DMX id: set wireless DMX transmitter module ID, receiver ID should be same with transmitter module ID for functioning. There are all together 7 different ID.
Network settings: check and set network IP etc. parameters of FXcommander.



Pyro armed is required for manual fire: if not selected, operator can rnning CUE files even PYRO ARM is OFF in Manual Fire interface. This function can be used to test CUE file (no wireless signal output).
Timecode stop firing stop: if selected timecode running stop program will also stop
Disable deadman button: if selected deadman button will disable when firing pyro
Pyro address and point use decimal: pyroslave address use decimal (for customized version only)

Region 3:
Pyro wireless module parameter setting to match with pyro slave.
Channel: channel modify, there are four channels optional, ensure the same channel as pyro slave.
Customer ID: modify customer ID, ensure the same ID as pyro Slave.
Commands: include "Sleep" and "Wake-up", realize remote sleep and wake up of pyro slave to save battery. Also can used to test whether slave wireless is normal or not.
Note: When the PyroSlave is put into sleep mode, the Wake-up interface will appear on the main interface. Clicking on this interface will enter the Settings interface and perform the wake-up operation.



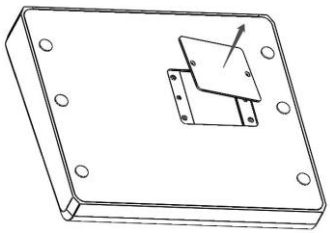
Region 4:

FXcommander time setup.

Δ Battery

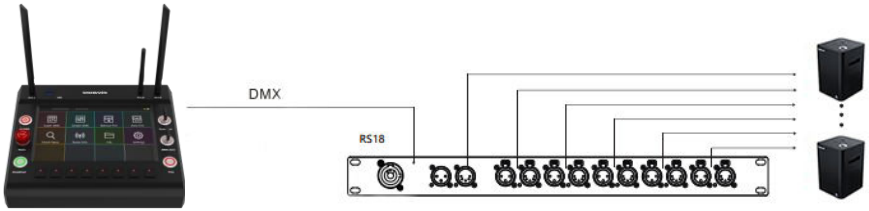
FXcommander™ use 3 pcs flat end 18650 lithium battery at the bottom of device as below picture shows. Tips for battery:

1. Please install battery in the right direction;
2. After installing the battery, connect it to AC power supply to activate it;
3. When AC power supply is connected, the system will manage battery charging automatically;
4. To elongate battery service life, no matter use it or not, please charge the battery once per month;
5. 3 pcs fully charged new 18650 lithium battery support machine working 3-5h.
6. Suggest to use 18650 battery from PANASONIC, LG.



Δ Tips for use of DMX512

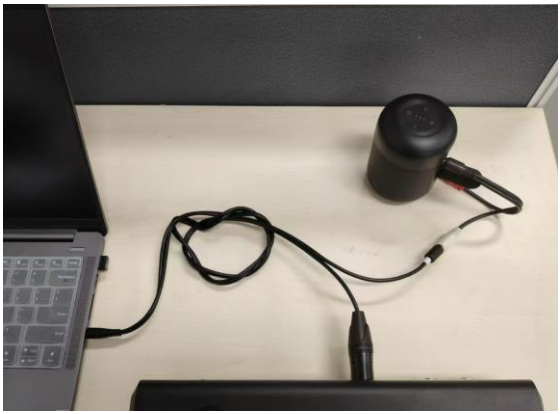
1. It is very useful to carry a portable DMX512 signal tester. It can check the errors in the system at any time, quickly find out the problem.
2. Use qualified DMX cable can greatly reduce troubles. Never use audio cable instead of DMX cable.
3. When use 3-PIN DMX cylindrical plug, especially in use of 3-pin to 5-pin or 5-pin to 3-pin adaptor cable, make sure the wire connection match the requirements of signal phase of device.
4. Always plug in a 120Ω DMX terminator into the DMX out of last unit of machine.
5. Note the DMX512 system's "unit load" problem, each outlet can't exceed 32 "unit load", add isolation amplifiers if necessary. According to our experience, for better control of all devices, the length of DMX cable from the console or distributor to the last unit of controlled equipment should be less than 200m.
6. When laying DMX512 signal cables, it is necessary to avoid laying parallel to the power cable and lamp line in close distance to reduce the interference of power supply and dimming silicon box on the control signal.



Δ Tips for LTC time code

1. To synchronize the music and the effects, you can use LTC time code. First, we need to prepare a music file with time code, usually a WAVE file (such as the left channel is music and the right channel is time code). If there is no time code in the music, you can also use CUEBASE or SHOWVEN WaveToLTC software to create it.

2. There is a TLC test cable (show in below picture) in the FXcommander suitcase. Connect the music player, FXcommander, and speakers as shown in the figure. If you make your own cables and connect them to the LTC slot, use an unbalanced connection method. PIN 1 is the common GND terminal, PIN 3 is the right channel R+, and PIN 2 is not connected.



3. Play the WAVE file on the player and adjust the volume to an appropriate level. The music can be heard from the speakers. (If you hear a beeping noise, it is the time code

signal, which indicates that the channel is wrong and you need to swap the channels in the file.)

4. Enter the Auto Fire menu of FXcommander. You can see that the LTC at the top turns red and the time is running, which proves that FXcommander has correctly received the time code. If the time code is not running normally, you may need to increase the volume of the player.
5. When using TLC time code, suggest not to select TimeCode stop firing stop in the Settings menu. This will ensure CUE keep running in the event even LTC is accidentally disconnected.

Warranty Instructions

- Sincere thanks for your choosing our products, you will receive quality service from us
- The product warranty period is one year. If there are any quality problems within 7 days after shipping out from our factory, we can exchange a brand new same model machine for you
- We will offer free of charge maintenance service for machines which with hardware malfunction (except for the instrument damage caused by human factors) in warranty period. Please don't repair machine without factory permission

Below situations NOT included in warranty service:

- Damage caused by use other type of consumable which is not from SHOWVEN® or SHOWVEN® authorized distributor.
- Damage caused by improper transportation, usage, management, and maintenance, or damage caused by human factors;
- Disassemble, modify or repair products without permission;
- Damage caused by external reasons (lightning strike, power supply etc.)
- Damage caused by improper installation or use;

For product damage not included in warranty range, we can provide paid service.
Invoice is necessary when applying for maintenance service from SHOWVEN®.

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