

PxMobile

MANUAL



TABLE OF CONTENTS

1. General description.....	3
2. Start of operation.....	4
2.1. Device information.....	4
2.2. Logging in.....	4
3. Structure of the application window.....	5
4. Configuration	6
5. Scene.....	7
5.1. Scene edit.....	7
5.1.1. Light.....	9
5.1.2. Water.....	12
5.1.3. Switch.....	12
5.1.4. Light and water.....	12
5.1.5. Light, water and switch.....	13
5.1.6. Multimedia.....	14
5.1.7. Unidentified devices.....	16
6. Program.....	17
7. Status.....	18
8. Events.....	18
9. Movies.....	18

The manufacturer reserves the right to change the operation and handling of the software in order to improve the product.

1. GENERAL DESCRIPTION

PxMobile is an application used to communicate with PX340, PX345 and PX710 controllers.

From within the application, the user can:

- turn on and off scenes, programs and videos
- trigger events
- display statuses
- edit selected scenes
- modify master values

To be able to communicate with the controller from the smartphone, firstly, the user must create user accounts with appropriate access rights and appropriate configuration via PxDesigner application (the configuration process is described in the PxDesigner manual available on the website).

Multiple users can log in at the same time.

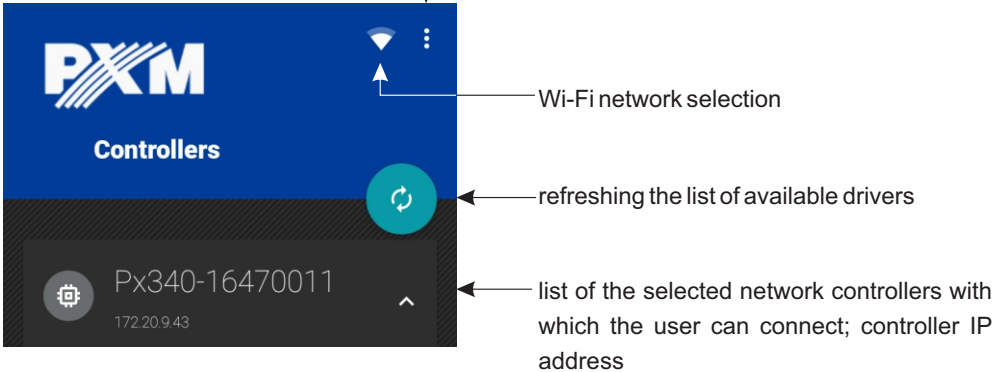
A free downloadable version of PxMobile is available from Google Play after scanning the following QR code or from pxm.pl.



2. START OF OPERATION

After running the application, the following screen appears:

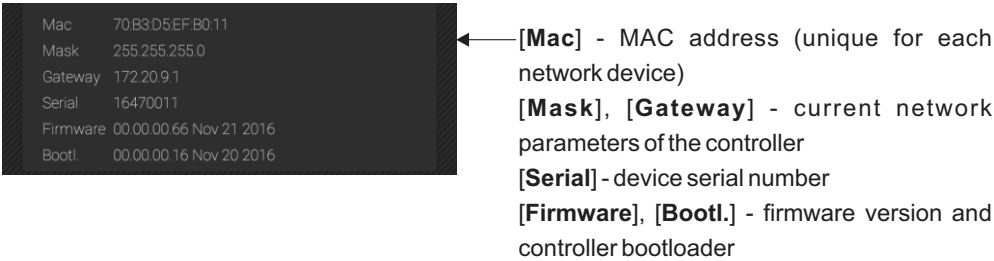
demo mode – goes to the demo mode – without connecting to the controller (static configuration is stored in the application)
information – displays screen with information about the application and publisher



NOTE: The application has access to the smartphone network settings and enables the Wi-Fi function when running the application.

2.1. Device information

For more information about the device, click on the arrow. Information will be displayed in a new window:



2.2. Logging in

Click on the selected device to display a login window.

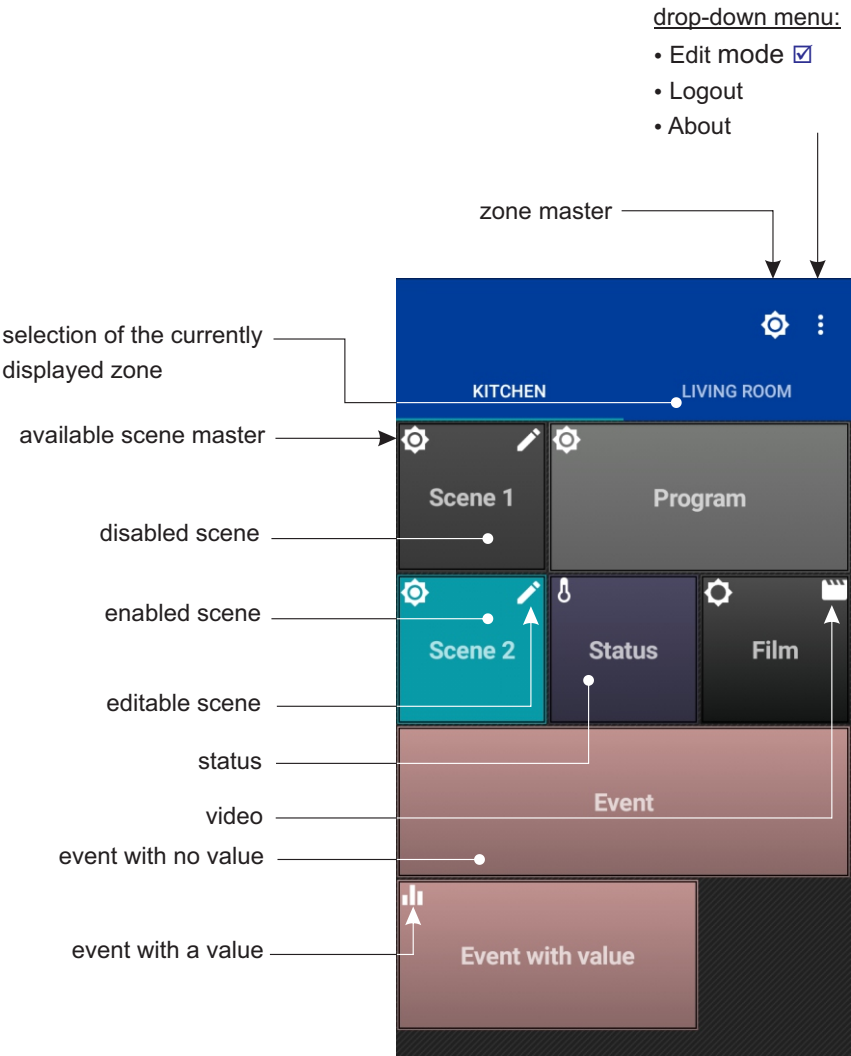
The ADMIN account is always available for the controller and it has the highest level of authorisation.

The default password for the ADMIN user is the device serial number. It is recommended to change the default password and create user accounts with certain levels of authorisation.

3. STRUCTURE OF THE APPLICATION WINDOW

After logging in, the application goes to the control screen.

The application window consists of the following items:



4. CONFIGURATION

Configuration sent to the user consists of zones (displayed on the phone as sliding desktops) to which the user has access. After logging in to the controller, PxMobile downloads the configuration prepared for the selected user.

The following items are assigned to each - scenes:

- programs
- events
- statuses
- videos


Each item is displayed as a tile. Scenes, programs and statuses have two states – enabled (blue) and disabled. Event tiles have no state.

The zone master button allows for controlling the brightness of all currently enabled items in the zone.

Move your finger horizontally across the screen to switch between the zones.

Short-click a tile to enable/disable the item (does not apply to status) or open the slider.


EDITING MODE


Each tile can be single, double or triple, and the sequence of tiles can be changed. To edit the tiles, click on  and select **[Editing mode]**, the application header turns red. Each click on the tile changes its size (from single to triple width). Press and hold the tile to change its position.

After exiting the editing mode, the visual configuration is stored locally for the user (and loaded when logging on). The arrangement of tiles is saved for each user separately. However, the administrator can change the global settings.

5. SCENE





The scene can be editable and masterable.

If it is editable, the user can enter the screen used to edit the selected scene, and the  symbol is displayed in the upper right corner of the tile.

If it is masterable, the user can modify its master, and the  symbol is displayed in the upper left corner.

Short-click the scene to change its state. The tile colour indicates the current state of the scene (grey when it is disabled and blue when it is enabled).

Press and hold the scene tile to display:

Additional options of the scene	Operation
scene is editable ()	goes to the editing mode
scene is masterable ()	displays a slider of the master
scene is editable and masterable ( , )	displays a check box: whether to edit or control the master

5.1. Scene edit

After entering the scene editing screen, a live preview (live mode) of the scene is activated. The preview only includes channels of the same zone.

NOTE: Only one user can edit the scene within the zone at the same time.

If the scene is both masterable and editable, press and hold the scene tile to display a menu of a screen to be entered:


- Scene edit
- Master change

If the scene is only masterable or editable, the user is directly moved to an appropriate window.

In the scene editing mode, the application displays a grid with all devices assigned to the zone. If a simple operation (turn on/off the switch) is available, it can be performed from this level.

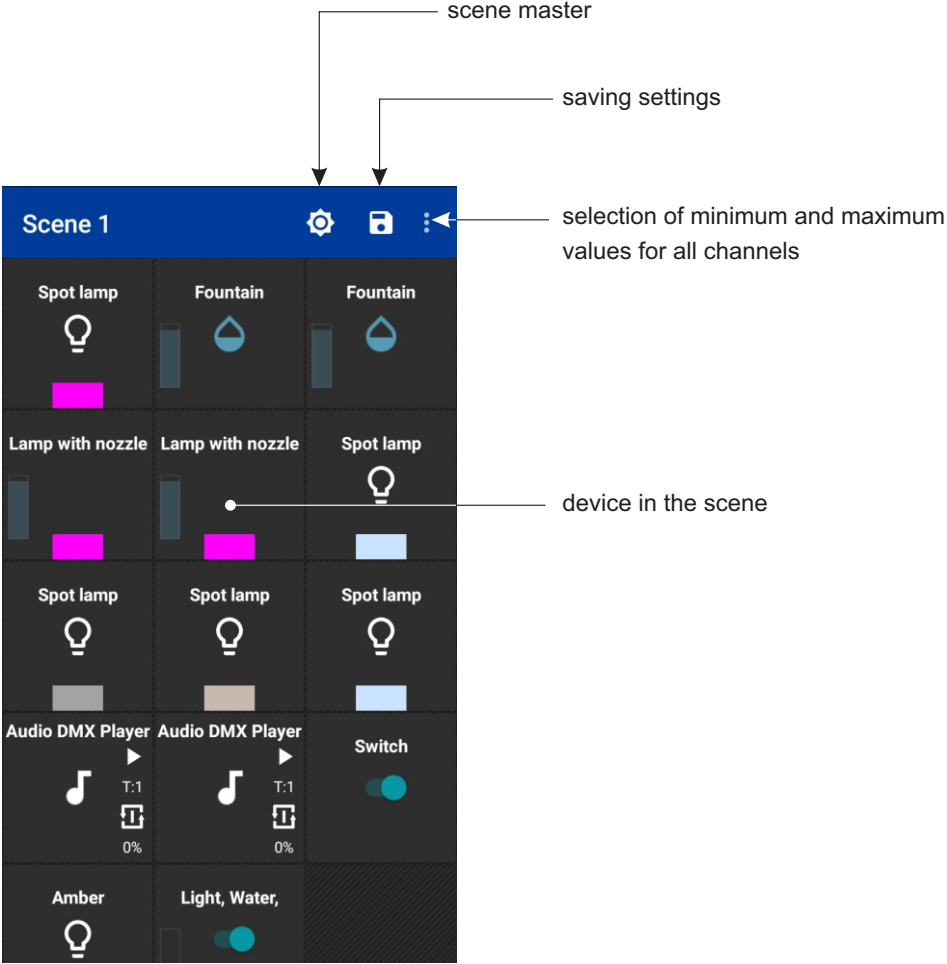
Additionally, collective actions can be performed here:

- Set all to min
- Set all to max


to be selected from the context menu  .

The device is displayed according to its type.

Click on the device tile to enter the device control mode. Once the device is entered, the application displays its sliders. If the device has the light type channels, the header colour indicates the selected colour.

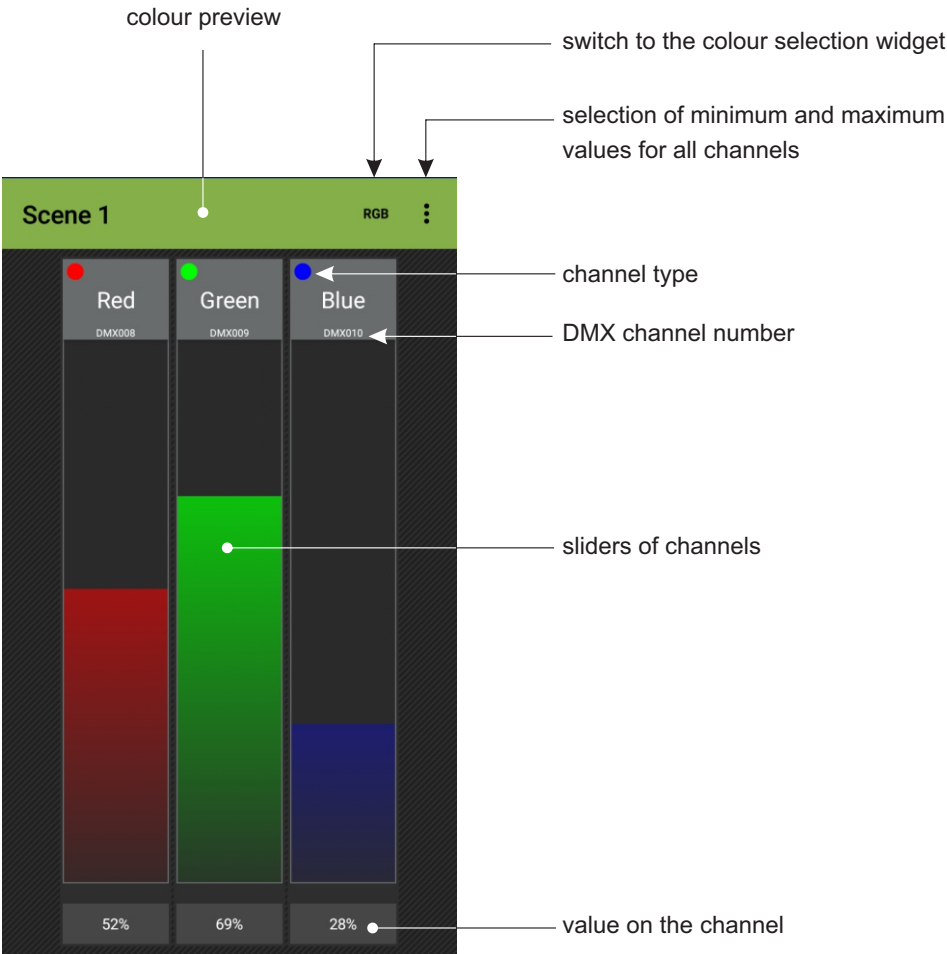


5.1.1 Light

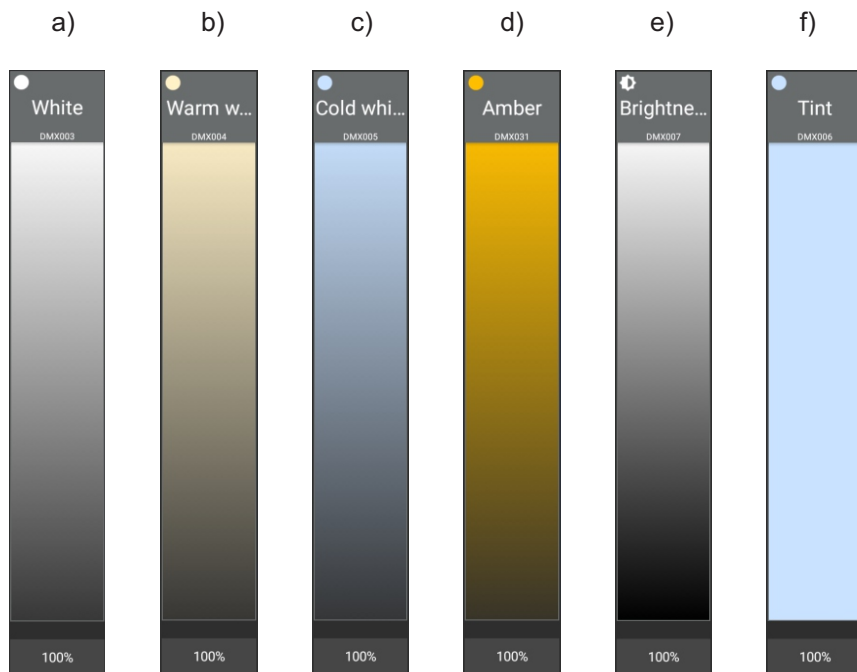
The icon  is on the tile. At the bottom of the tile, the application displays a rectangle in the current colour of the lamp.

Device control:

If the device has R, G, and B channels, apart from sliders, a colour selection widget can also be controlled. Values on the channels modify the colour of the preview pane. The following channels: **R** (Red), **G** (Green), **B** (Blue), **WW** (Warm White), **NW** (Neutral White), **CW** (Cold White), **A** (Amber) modify the colour components. The dimmer channel dims the colour set on the remaining channels. The **CT** (Colour Temperature) and Brightness channels set the colour temperature and brightness, respectively.

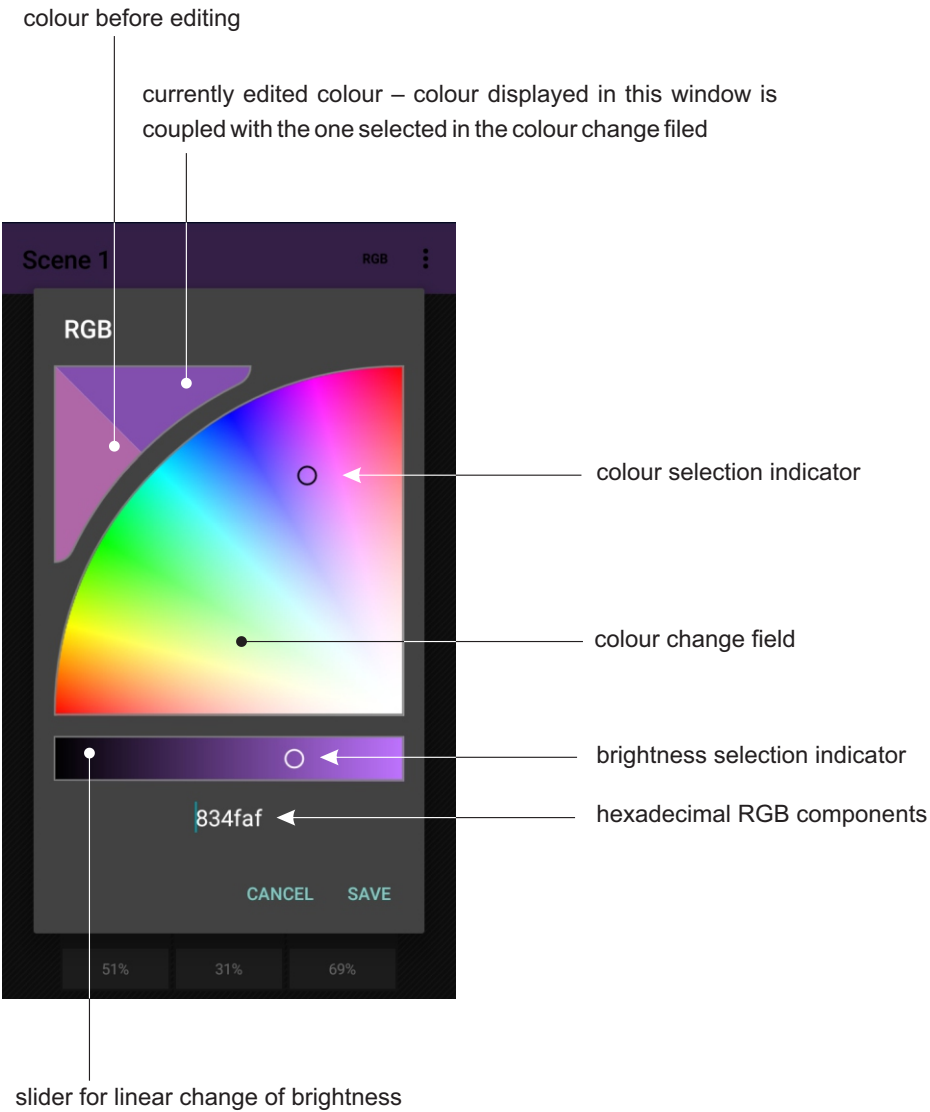


Light controlling channels:



- a) Neutral white
- b) Warm white
- c) Cold white
- d) Amber
- e) Brightness
- f) Tint

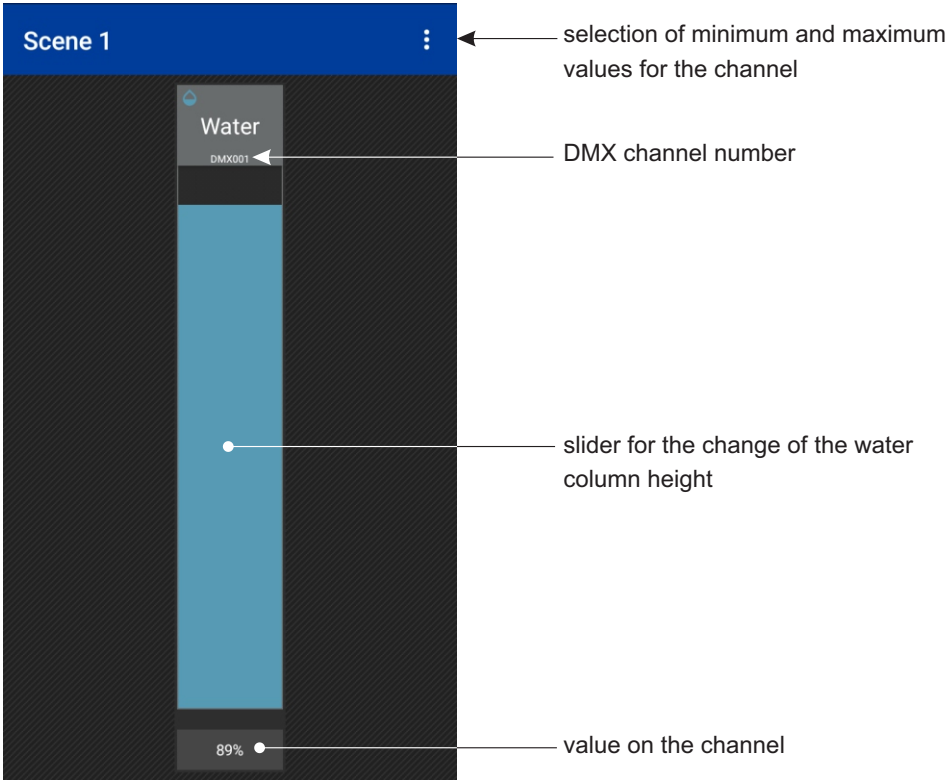
After selecting [RGB], the application opens the window of the colour selection widget.



5.1.2 Water

Device control:

The device is displayed as a single slider.

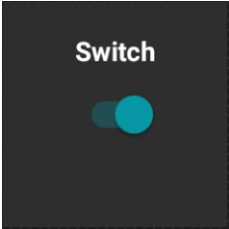


5.1.3 Switch

The switch is displayed on the scene screen as a tile with “a switch”.

Device control:

A single ON/OFF switch is displayed instead of a slider.

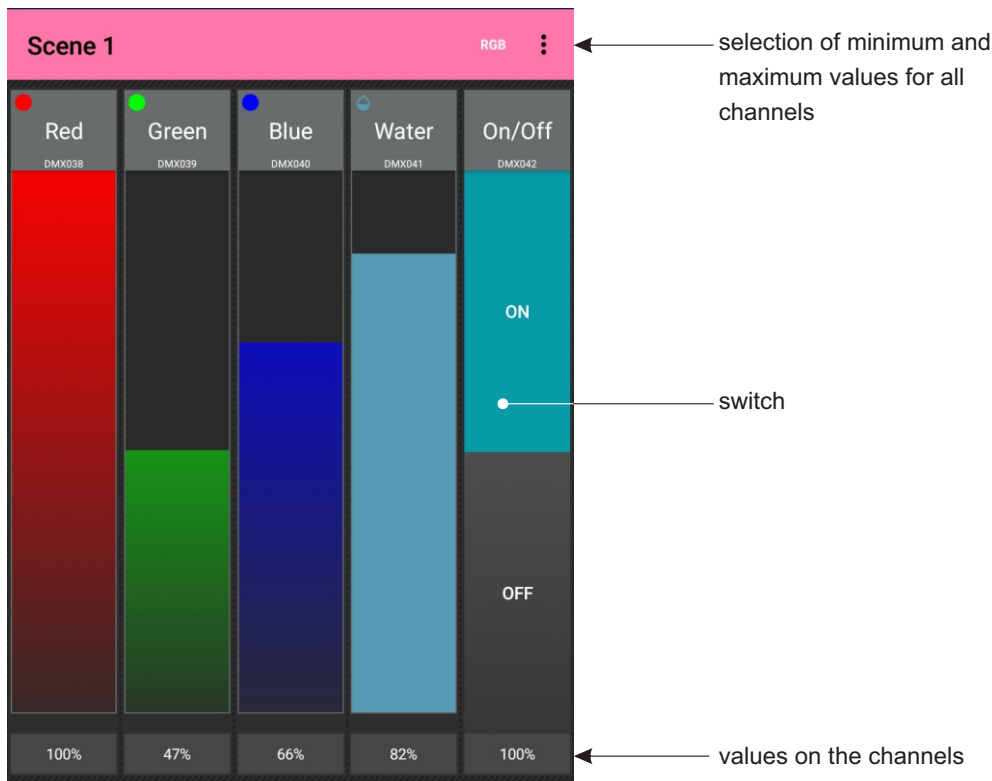


5.1.4 Light and water

Display and control is treated as a combination of two devices: Light + Water.

5.1.5 Light, water and switch

Display and control is treated as a combination of three devices: Light + Water + Switch.



5.1.6 Multimedia

Device control:

The device is displayed in the form of control buttons for each channel: play/pause/stop for the playback channel, track number selection, playback mode buttons, volume slider. In the case of 7-channel media player, three additional sliders are displayed for: balance, bass level, treble level.

Scene 1

Control

Track

Mode

Volume

DMX019

DMX020

DMX021

DMX022

▶

⏸

■

+

6

—

↻

⏮

⏪

⏩

⏭

⏮

⏪

⏩

⏭

🔊

25%

🔊

75%

7%

38%

25%

selection of minimum and maximum values for all channels

DMX channel number

options available for each channel

value on the channel

rack volume adjustment - in the range 0% to 100%. Volume change is linear.






operation mode selection switch

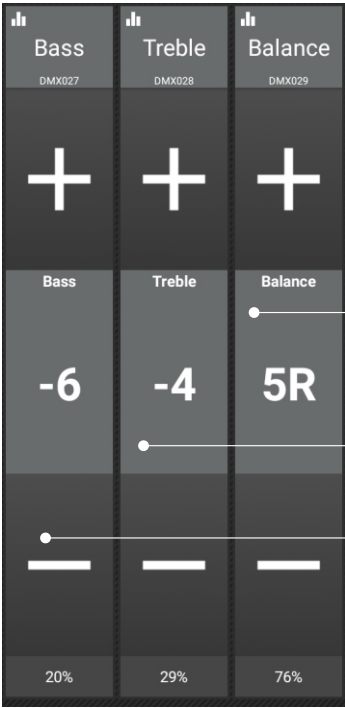
track number selection switch, the user can select a track in the range 1÷85

commands for track playback control:

- ▶ Play
- ⏸ Pause
- Stop

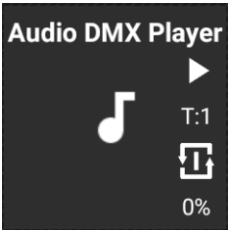
Operation mode selection:

-  - the selected track is played once
-  - the selected track is played multiple times
-  - the playback occurs in sequence, starting from the selected track; after the last track, the playback is stopped
-  - the playback occurs according to the track sequence, starting from the selected track; after the last track, the first track on the list is played back
-  - selected tracks are played back in a random sequence



- balance adjustment, range of values: L-10,-9,...0...,9,10-R
- treble level adjustment, range of values: -10 to 10
- bass level adjustment, range of values: -10 to 10

Identification of the multimedia tile displayed on the screen:



- state icon (play, pause, stop)
- track number
- mode icon (single, repeat, playlist, playlist repeat, shuffle)
- volume in percent

5.1.7 Unidentified devices

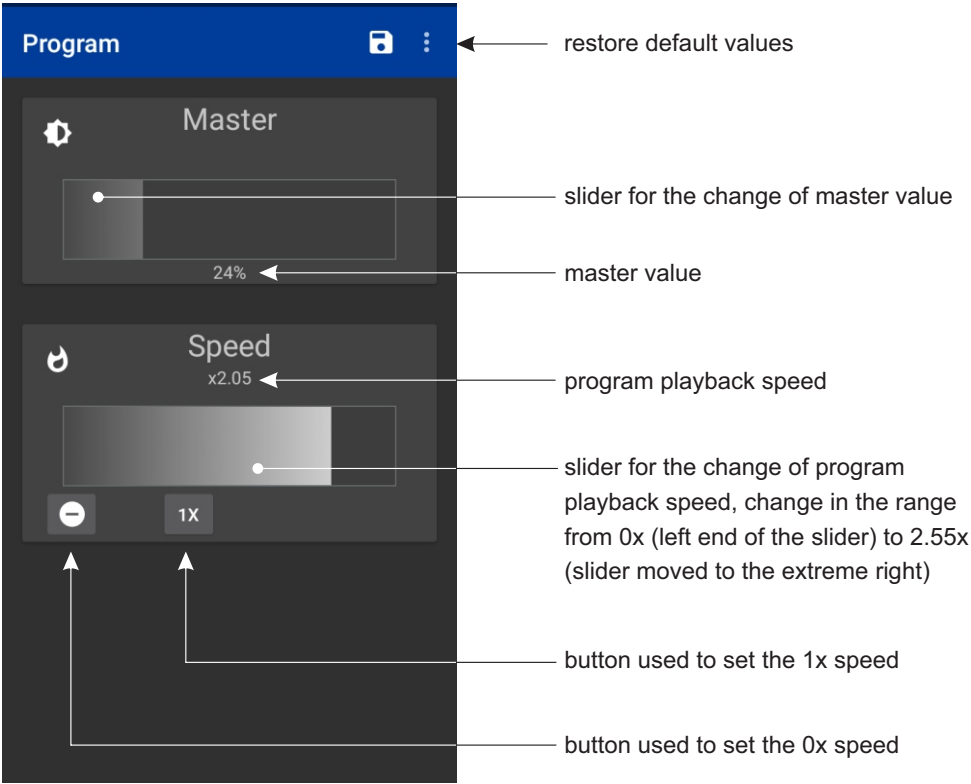
Unidentified device is displayed on the scene screen as a tile with just a name and no additional information is provided.

Device control:

All channels are displayed as sliders.

6. PROGRAM

The program can be masterable (⚙️) and have a speed (🔥).
Short-click in the program changes its state (enabled/disabled). The tile colour indicates the current state of the program (grey when it is disabled and blue when it is enabled).
Press and hold the program to display appropriate (master and/or accreditation) sliders.



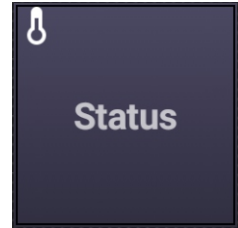
If only speed or master is available in the program, the second slider is not visible.

7. STATUS

The application displays only a tile which cannot be clicked.

The tile colour indicates the current state of the selected status of the controller:

- dark purple when it is disabled
- blue when it is enabled



8. EVENTS

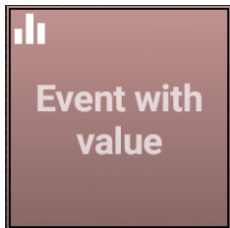
Event with no value:

Tile which sends an appropriate event to the controller every time it is pressed on.

The tile does not change its colour; there is only a signal that it was pressed.


Event with value:

Short-click the tile to display the slider used to select the value which will be sent after confirming with OK.



9. MOVIES

Short-click the video tile to turn it on/off.

The video can be masterable. Then, the  icon is displayed in the upper left corner. Press and hold the tile to go to the master change option.

