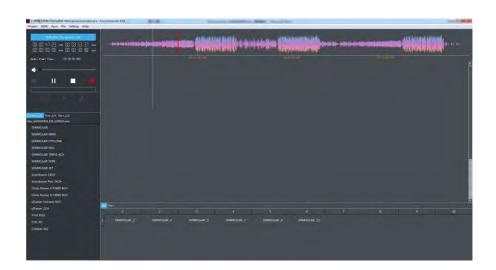


USER MANUAL FXcommander™_Editor

V1.0 2022/09/06



Showven Technologies Co., Ltd.

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A Product Description

Fxcommander_Editor is a effect programming software for FXcommander. It can realize the program for DMX device and pyro, achieve sync with music. Graph and table mode switchable makes it more user friendly in programming. Files can be downloaded with USB disc or USB cable. Besides programming, project list table output, device list and statistics etc functions will sure minimize operator's workload.

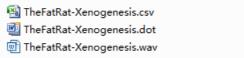
NOTE: The FXcommander_Editor software can only be opened when SHOWVEN's USB disk is inserted on computer. It can be removed after entering the editing interface. The USB disk can be find in the FXcommander package, please keep it well.

△ Project Introduction

A complete project should include four folders (download, report, wave, xml) and .pro project file as shown below. A project corresponds to a continuous show.

download	2022/6/8 14:45	文件夹	
ル report	2022/6/8 15:07	文件夹	
ル wave	2022/6/8 14:51	文件夹	
\mu xml	2022/6/8 15:01	文件夹	
fire.pro	2022/6/8 15:01	PRO 文件	3 KB

The **download folder** contains three download files: csv, dot and wave. These three files can be downloaded to FXcommander from the Fxcommander_Editor software through a USB cable, or copied to FXcommander through a USB disk.

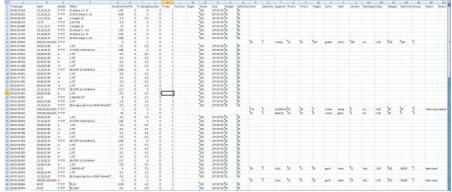


Report folder contains two excel files: fre_build.xlsx and fre_table.xlsx. fre_build.xlsx contains two sheets: DMX sheet and pyro sheet. Fire_build file shows the device names, quantities, address etc information, which are convenient for operator to organize and prepare for the show

••••							
1	Device Name	Addr	Quantity	Power	Size	Weight	Safety Distance
2	SPARKULAR	1,3,5,7,9,11	6	500W	200*218*305mm	8.5kg	
3	uFlamer 2CH	13,15,17,19,21,23,125,127,129,	11	300W	330*260*320mm	14kg	
4	Sonicboom Plus 14CH	25,39,53,67,81	5	3000W	500*324*325mm	28kg	
5	Circle Flamer X-F1800 6CH	95,101,107,113,119	5	380W	590*360*370mm	30kg	
5	SPARKULAR SPIN	135,137,139,141,143	5	1000W	330*305*349mm	20kg	
7	uFlamer Volcano 6CH	145,151,157,163,169	5	2000W	630*450*400mm	48kg	
8	SPARKULAR JET	175,177	2	350W	320*280*300mm	16.5kg	

Fire_build.xlsx - Pyro sheet

fire_table.xlsx lists all the cues and their parameter settings in the chronological order of the cues created in the project.



Fire table.xlsx

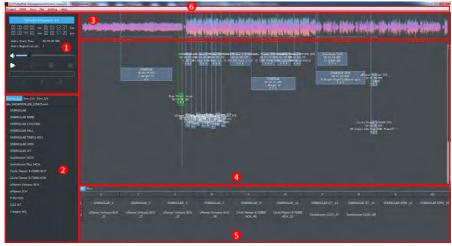
Wave folder contains the music files used in the current project and can be loaded through the Fxcommander_Editor software.

The xml folder is used to store library files. The library files are divided into device library (xml format) and fireworks library (xlsx format); the device library with the prefix dev_SHOWVEN will be recognized as SHOWVEN device library (cannot be edited by Fxcommander_Editor software).), the device library prefixed with dev_USER will be recognized as a user library (which can be edited by the Fxcommander_Editor software). Fireworks library prefix is pyro_SHOWVEN to be recognized by Fxcommander_Editor software. The format of all libraries is strictly defined, please refer to the example and name it accordingly.

pyro_SHOWVEN.xlsx	2022/4/9 20:05	Microsoft Office	10 KB
dev_USER_CH_220425.xml	2022/4/25 17:21	XML 文档	49 KB
dev_SHOWVEN_EN_220425.xm	2022/4/26 10:08	XML 文档	51 KB

Xml folder

△ Main Interface



The software main interface can be divided into 5 region as above picture shows.

Control area
Lib file display area
WAVE waveform area

4. Cue edit area 5. Device list area 6. Menu

Functions of control area:

1) Add wave music file, download wave music files to FXcommander

- 2) Create dot file and CSV file, download dot files and CSV files to FXcommander
- 3) Play, pause, stop music
- 4) Volume adjustment
- 5) Adding Cue files in the Cue editing area
- 6) Important time parameters display, including

Cue: Current music playing length

Len: total length of music

Nex: The time to the next Cue file during music playback Pos: The current mouse position on the music timeline

- 7) Adjust the size of music graphics (adjusted by setting the value of Audio Magnification)
- 8) Adjust the offset between the dot file and the wave music file (adjust the overall early trigger time of the dot file by modifying the Audio Start Time);
- 9) The bottom part shows the current project version date, click File -> Create Download File or download the project file to save the update date

Lib file display area contains device and effects, including pyro library and device library. The device library is divided into SHOWVEN lib (cannot be modified) and user lib (can add, delete, and modify equipment). Select any library file area, input characters to jump to the device with the same initial letter, or use \uparrow and \downarrow to find and select the device. Double-click to display and modify library devices (except SHOWVEN Lib). In addition, deleting and modifying the device in library file will not affect the field device.

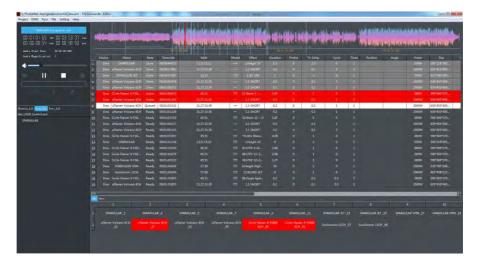
The user lib operation menu is shown in the following table:

Primary menu	Secondary menu	
Open File		
Device	Create Device	
	Change Device (appear only when selected device)	
	Delete Device (appear only when selected device)	
Effect	Create Effect	
	Change Effect (appear only when selected effect)	
	Delete Effect (appear only when selected effect)	
Save User Xml		
Close User Lib		

WAVE waveform area displays the audio curve of the currently added music. Select the audio curve and slide the wheel to zoom in and out of the audio curve. Move the mouse to the WAVE waveform area, and double-click to drag anywhere in the music playback.

CUE edit area can edit Cue files, including graph and table mode. In table mode, Cue files are arranged in the order of adding time from top to bottom; the Cue file to be triggered during music playback is white, and the Cue being triggered is Red, Cue before the current music playing time is gray. Table and graph modes can be switched in Setting -> View -> Graph /Table.

Cues are arranged in chronological order by default. Click different menus to sort Cues in different types (for example, click Model, Cues will be arranged in the order of $\uparrow \uparrow \uparrow$, \rightarrow , $\rightarrow\leftarrow$, $\leftarrow\rightarrow$)



Device list area includes special effects device and pyro device. During music playback, if device is being used in the Cue file, the corresponding device in device list area will turn red. If the current project uses both special effects device and pyro device, and the set mode is automatic, the automatic switching of pyro device and special effects device can be realized during the triggering process. Automatic and manual mode can be switched in Setting -> Device Window -> Auto/Manual.

Device in list area can be deleted by select the device - click the shortcut key Delete.

Menu

Primary menu	Secondary menu Tertiary menu		
	New Project		
	Open Project		
	Add Project		
Project	Save Project		
	Save As Project		
	Save As Excel(.xlsx)		
	Save As Build		
DMAY	Open Showven Lib		
DMX	Open User Lib		
Pyro	Open Pyro Lib		
	Create Download File		
	Download Music		
File	Download Dot		
	Undo		
	Redo		
	,	English	
	Language	中文	
Setting	Viene	Graph	
	View	Table	
	Device Window	Auto	

		Manual
		Write Midi
	MIDI	Read Midi
		Smpte
		Disconnect
Help	About	

Project -> **New Project**: Create a new project; after clicking it, a folder selection window will pop up. A new project was created after selecting the folder, enter the name of the new project.

Project-> Open Project: Open project

Project-> Add Project: Add other project to current project

Project-> Save Project: Save current project

Project-> Save As Project: Save current project as

Project->Save As Excel(.xlsx): Generate fire_table.xlsx file

Project->Save As Build: Generate fire_build.xlsx file

DMX-> Open Showven Lib: Open SHOWVEN Lib

DMX-> Open User Lib: Open User Lib Pyro->Open Pyro Lib: Open Pyro Lib

File->Create Download File: Create download files, including three files: .dot, .csv, and .wave

File->Download Music: Download music files, needs to connect with FXcommander File->Download Dot: Download Dot file, needs to connect with FXcommander File->Undo: Undo function to Cue create, copy, move, delete, modify etc operations File->Redo: Redo function to Cue create, copy, move, delete, modify etc operations

Setting-> Language->English/Chinese: Language switch

Setting->View->Graph/Table: Switch the view of Cue edit area; Graph or Table view

Setting-> Device Window -> Auto/Manual: Auto / Manual setting in Device list region when project is running.

Help->About: Check current FXcommander_Editor software version

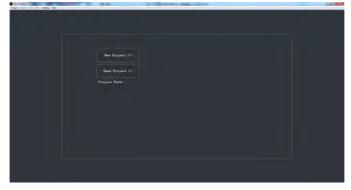
△ Software Operation

1. Insert the USB disc to computer.

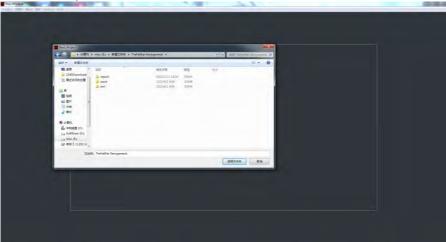
The FXcommander_Editor software can only be opened when SHOWVEN's USB disk is inserted on computer. It can be removed after entering the editing interface. The USB disk can be find in the FXcommander package, please keep it well.

2. Create a new project

Double-click the software icon enter software.



Select the folder to save the project, and click Select Folder (the selected folder should includes at least two folders named as "wave" and "xml", where wave contains music files, and xml contains lib files).

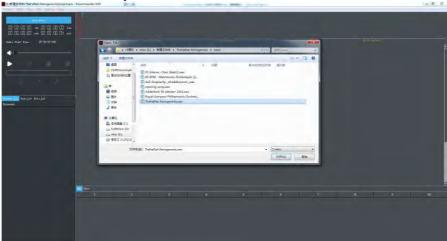


Input Project name, click OK to enter the main interface.



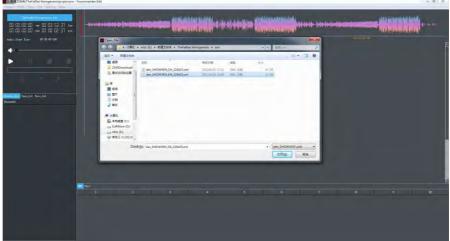
3. Add music files and devices

Click open music to select the music you want to add and click Open. After opening, the software will automatically save the music files in the wave folder.

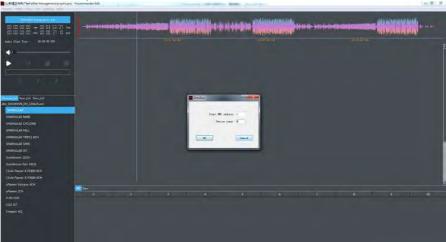


Select Showven_Lib, right-click the blank area at the bottom left, select Open File, select the library file you want to open, and click Open. Open the User Lib and Pyro Lib in the same way. After opening, the library file is automatically saved in the xml folder.

Fxcommander_Editor can open multiple library files, if the same library file is opened it will be displayed repeatedly.

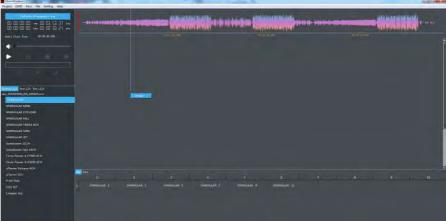


Right-click the device you want to add and click Add To Device, set the starting address and the number of devices, and click Ok.



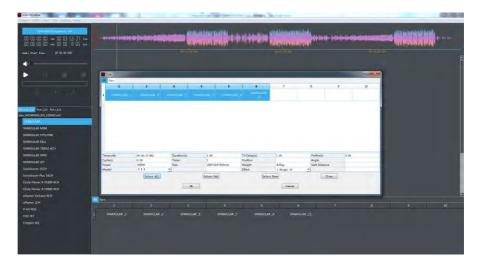
4. Edit Cue file Method A:

Right-click the selected position in the Cue editing area, and click Create to enter the Cue editing interface.



Select DMX, hold Ctrl and click the device to select devices, or hold the left mouse button and drag to select devices. Setting the parameters, click OK.

Main parameters include Timecode, Duration(s), Tri Delay(s), Prefire(s) (the prefire time set cannot exceed the total duration of the Cue file), Times, Cycle, Model and Effect (the effect modes include Left to right, right to left, Sync (the trigger time setting is meaningless in this mode), sides to middle, middle to sides.

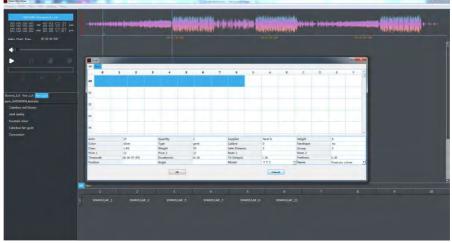


Right-click the selected position in the Cue editing area, and click Create to enter the Cue editing interface.

Select pyro, and select the Pyro Lib you want to add in the Pyro column, such as Cakebox red bloom (the Pyro Lib is edited in advance, it can be modified at the bottom left, or can edit parameters such as start time, duration, Trigger delay, prefire, mode etc in the Cue editing interface, but will not be saved);

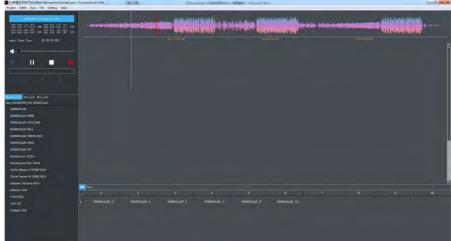
Then select the device address, row (0 to F) represents the ignition head address on each slave, and the column (00 to FF) represents the slave address.

Below picture shows selected No. 1 to No. 8 ignition heads of slave No. 00. Click OK to save the setting.

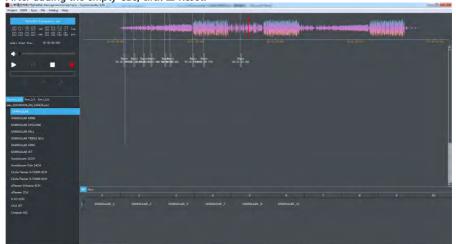


Method B:

Click \bigcirc to turn red to enter edit mode, click \triangleright to play music.

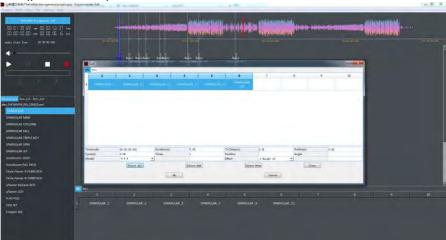


Hit the space bar according to the music rhythm during music playback to add empty cue files. After adding the empty Cue, click \square Reset.



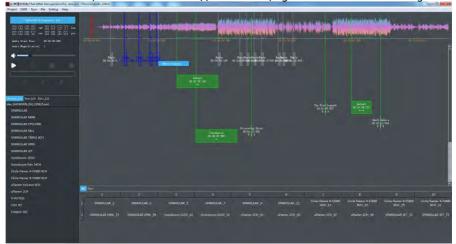
Right-click the empty Cue, and then click Change to enter the Cue editing interface. Select DMX, hold Ctrl and click the device to select devices, or hold the left mouse button and drag to select devices. Setting the parameters, click OK.

Main parameters include Timecode, Duration(s), Tri Delay(s), Prefire(s) (the prefire time set cannot exceed the total duration of the Cue file), Times, Cycle, Model and Effect (the effect modes include Left to right, right to left, Sync (the trigger time setting is meaningless in this mode), sides to middle, middle to sides.

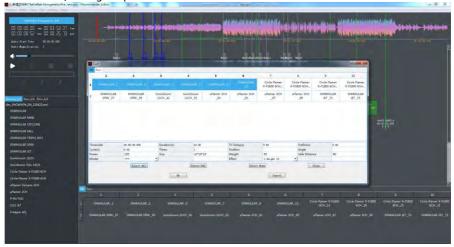


Edit multi Cue simultaneously.

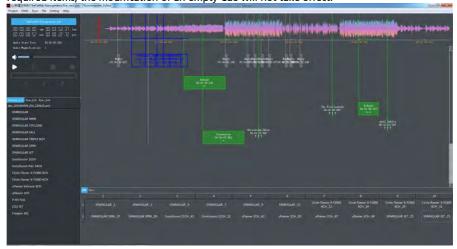
Press and hold Ctrl, click to select the Cue(s) need to edit; right click to select Multi Change.



Select device, setting the parameters and click OK.



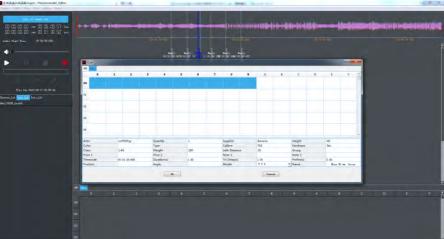
Editing multiple Cues at the same time will modify all selected DMX_Cues, pyro_Cues or empty Cues to the same assigned data. Modifying an empty Cue into dmx or pyro has some required fields, such as the selected device, selected effect, duration etc.; if not assign data to those required items, the modification of an empty Cue will not take effect.



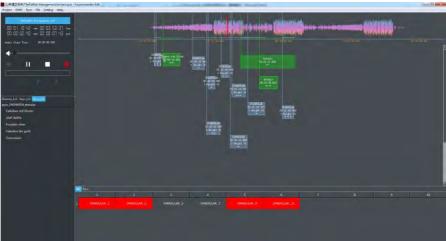
Edit Pyro Cue.

Right-click the empty Cue, click Modify to enter the Cue editing interface, Select pyro by choose the Name of the pyro. Due to there are large number of different types of pyros, operator can use the Filter function of the fields such as Supplier, Fanshape, Class, Color etc. The Pyro Lib is edited in advance, it can be modified at the bottom left, or can edit parameters such as start time, duration, Trigger delay, prefire, mode etc in the Cue editing interface, those changes only effective to present CUE, won't change the setting in Pyro Lib);

Then select the device address, row (0 to F) represents the ignition head address on each slave, and the column (00 to FF) represents the slave address. below picture shows selected No. 1 to No. 8 ignition heads of slave No. 00. Click OK to save the setting.



After setting the parameters, play music to check the effect of the setting. Click Project->Save Project to save the project, and click File->Create Download File to create download files.



△ Create User Lib

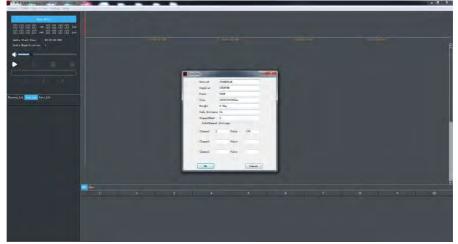
1. Create device in User Lib

Select User_Lib, right-click the lower area and select Device->Create Device, and the window shown below will pop up.



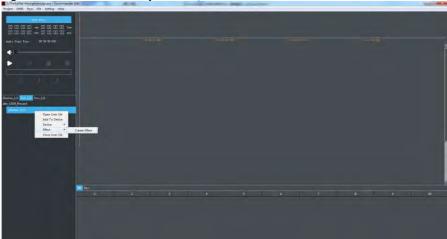
2. Add device

Input the device parameters and click OK to save (* is required).

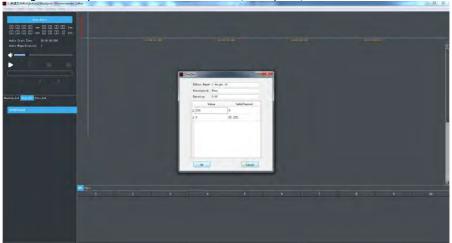


3. Input effect for the device

Right-click the device name we just added, select Effect -> Create Effect.

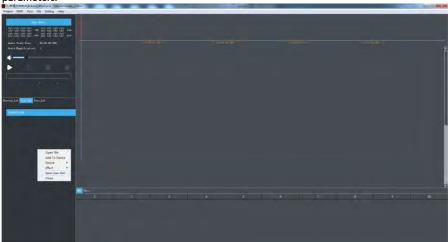


Setting the effect parameters and click OK to save (* is required).



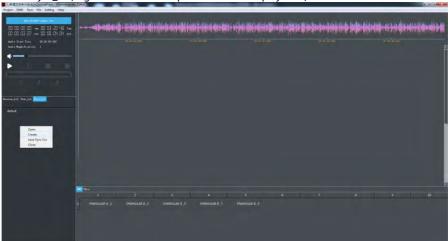
4. Save the Lib file

Move the cursor to the Lib File display area, right-click, and click Save User Xml to save the parameters.

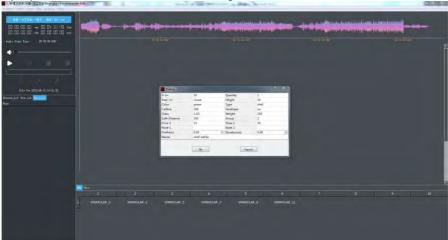


△ Create Pyro Effect

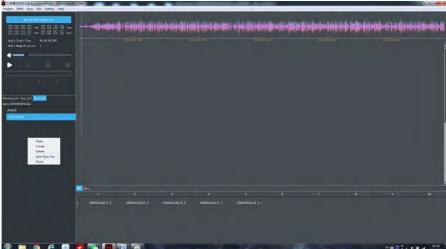
Select Pyro_Lib, right-click the blank space of Lib file display area, click Create.



Input parameters and Click OK to save the setting.



Move the cursor to the Lib File display area, right-click, and click Save Pyro Csv to save the parameters.



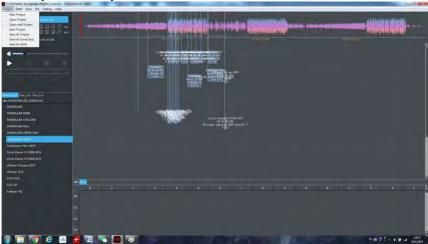
△ Merge Project Files

Merge two project files as show below.

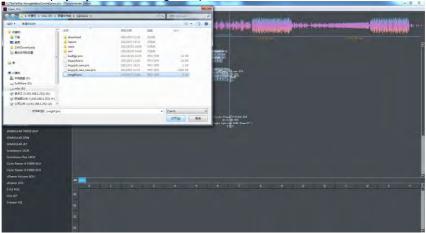




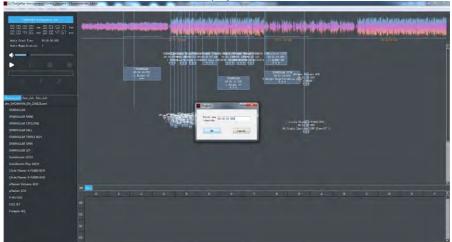
Click Project -> Add Project



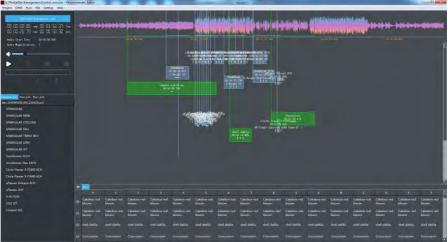
Select the project you want to merge and press Enter



Set the time offset of the first Cue of added project, click OK.



Merged projects are show as below.



Notes for merging projects:

DMX addresses of the merge projects cannot be occupied by different devices. Please check DMX addresses of device after merge, ensure that the DMX channel values do not affect each other.

Δ Shortcut key operation

Shortcut Key	Range	Function
Enter	Lib File	Add the device in Lib File to Scene device
Delete	ALL	Delete selected items
1/↓	Lib File	Up / down
1/↓	Cue	Cue up / down
←/→	Cue	Cue moves backward / forward 10ms
Shift + ← / →	Cue	Cue moves backward / forward 1s
Ctrl + ← / →	Cue	Cue moves backward / forward 1min
Alt + ← / →	Cue	Cue moves backward / forward 1h
Ctrl + C	Cue	Copy selected Cue
Ctul . M	Cue	Paste the copied Cue at current mouse position
Ctrl + V		(can be pasted across projects)
Ctrl +shift +V	Cue	Paste the copied Cue at previous position
Ctil +Stillt +V		(can be pasted across projects)
Ctrl + a	Cue	Select all Cue
Space	Cue	When the red dot is enabled, click Space creates an empty Cue
Ctrl	Cue	Hold Ctrl to select multi Cue
Shift	nift Cue	Move the Cue by hold the left mouse button and move the mouse
SIIIIL		when hold Shift

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