V1 SoundSwitch Control One User Manual

Contents

V1

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Product Information

Specifications

- **Product Name**: SoundSwitch V1 Hardware
- **Protocol**: DMX (Digital Multiplex)
- **Channels**: Supports up to 512 DMX Channels
- **Compatibility**: Compatible with various lighting fixtures
- **Functions**: Controls brightness, color, strobe effects, and built-in effects

Product Usage Instructions

Understanding DMX and Fixtures
DMX, or Digital Multiplex, is a protocol used by SoundSwitch to control lighting fixtures and other devices. Fixtures refer to any lighting or special effects equipment that can be controlled using DMX.

DMX Control Channels

Each function of a fixture is linked to a specific DMX control channel. For example, a LED wash light may have channels for controlling brightness, color, strobe effects, and built-in effects. Different fixtures have varying numbers of channels depending on their features.

Interacting with DMX using SoundSwitch
SoundSwitch simplifies the way users interact with DMX channels, faders, and dimmers.

Setting the Fixture Address
A Fixture Address tells SoundSwitch where your fixture is located among the 512 available channels. Set the Fixture Address on both the fixture itself and in SoundSwitch. For example, if your LED wash light is set to Channel 1, set the Fixture Address to Channel 1 in SoundSwitch as well.

Fixture Channels
SoundSwitch supports up to 512 DMX Channels. Each lighting fixture in your setup uses some of these channels. For example, a six-channel LED wash light occupies channels 1 to 6. If you add another identical fixture, it would take up channels 7 to 12.

Arranging Fixture Addresses
Fixture Addresses don't have to be in consecutive order, but they should match in both the fixture and SoundSwitch settings. Avoid overlap between fixture channels. For example, if one fixture is set to channel 1 (using 6 channels), do not set another identical fixture to channel 3 to avoid channel overlap. Instead, set the next fixture on channel 7 or higher.

A helpful practice is to set Fixture Addresses every 10 channels. For instance

- Fixture 1 = Channel 1
- Fixture 2 = Channel 10
- Fixture 3 = Channel 20

FAQ (Frequently Asked Questions)

Do I Need a Subscription for SoundSwitch V1 Hardware?
No, a subscription is not required for SoundSwitch V1 Hardware. However, please note that certain features or updates may require additional purchases or subscriptions. Please refer to the product documentation or contact support for more information.

What is DMX?
DMX stands for Digital Multiplex. It is a protocol used by SoundSwitch to control various lighting fixtures. DMX allows SoundSwitch to communicate with lights, smoke machines, and other devices. It provides a language for controlling different functions of fixtures.

How do I download SoundSwitch?

You can download SoundSwitch using the following links

- **macOS**: **Download SoundSwitch for macOS**
- **Windows**: **Download SoundSwitch for Windows**

Before using SoundSwitch, you will need to create an account. Please follow the link provided during the installation process to create an account.

FAQ

Do I Need a Subscription for SoundSwitch V1 Hardware?
If you already own a SoundSwitch V1 Interface, you won't need to purchase a subscription. You'll get a FREE Perpetual License for as long as the 2.x software is in use. To access your free software license and update your SoundSwitch account, please follow these steps

Step 1: Visit **www.soundswitch.com.**
Step 2: Sign up for a Free Trial account.
Step 3: Send an email to **support@soundswitch.com** and include the email address you used to create your Free Trial account.

We will take care of the rest and respond with instructions on how to activate the license for your V1 unit

What is DMX?
DMX, which stands for Digital Multiplex, is a protocol used by SoundSwitch to control various lighting fixtures. In simple terms, it's the language that allows SoundSwitch to communicate with lights, smoke machines, and other devices. In this article, we'll provide a basic understanding of DMX and how it relates to SoundSwitch.

Fixtures
Firstly, let's talk about fixtures. A DMX fixture refers to any lighting or special effects equipment that can be controlled using DMX. These fixtures come with different functions and are used in specific ways. For instance, a typical LED wash light can be controlled for

1. Brightness or intensity
2. Color
3. Strobe effects
4. Built-in effects

Each of these functions is linked to a specific DMX control channel. SoundSwitch uses these channels to control the various functions of the light. For example, a common LED wash light might have the following channel setup

- **Channel 1**: Controls the Red color
- **Channel 2**: Controls the Green color
- **Channel 3**: Controls the Blue color
- **Channel 4**: Manages intensity
- **Channel 5**: Controls strobe effects
- **Channel 6**: Manages built-in effects

Different fixtures have varying numbers of channels, depending on the features they offer. More features generally mean more channels.

- **Interface**

  SoundSwitch simplifies the way users interact with DMX. While we've done a lot of behind-the-scenes work to make DMX channels, faders, and dimmers less daunting, it's still helpful to have a basic understanding of DMX and the fixtures you're working with.
- **Setting the Fixture Address**

  A Fixture Address tells SoundSwitch where, among the 512 available channels, your fixture is located. Think of it as the starting point for the DMX channels used by a fixture. Using our example LED wash light, you'd set the

Fixture Address to channel 1, both on the fixture itself and in SoundSwitch.

- **Fixture Channels**
  SoundSwitch supports up to 512 DMX Channels, and each lighting fixture in your setup uses some of these channels. For instance, our six-channel LED wash light occupies channels 1 to 6. If you add another identical fixture, it would take up channels 7 to 12. This continues until all 512 channels are in use.
- **Arranging Fixture Addresses**
  Fixture Addresses don't have to be in consecutive order, but they should match in both the fixture and SoundSwitch settings. It's crucial to avoid overlap between fixture channels. For example, if you set one fixture to channel 1 (using 6 channels), don't set another identical fixture to channel 3, as this would cause channel overlap. Instead, set the next fixture on channel 7 or higher.

A helpful practice is to set Fixture Addresses every 10 channels. For instance

Fixture 1 = Channel 1
Fixture 2 = Channel 10
Fixture 3 = Channel 20

This might leave some channels unused, which is fine, unless you have a large lighting setup with many complex fixtures that use all 512 channels. In that case, it's best to patch the fixtures closely together to eliminate unused channels.

- **Setting the Fixture Address**
  To set the address on the fixture, refer to the user manual as different fixtures may have varying methods. You can also find information on the manufacturer's website or through a Google search.
- **Matching the Fixture Address in SoundSwitch**
  Once you've set the fixture's address, match it in SoundSwitch's Edit Mode. Locate the fixture in the Fixture Library, drag and drop it into the workspace, and a new Fixture Track will be created. In the Fixture Menu on the right side, double-click to access the interface for entering the DMX address. Input the same address as on the fixture, then click 'Ok.' Now, your fixture and SoundSwitch are synchronized, and you can start being creative with your lighting.
- **Setup Tip**: If you're using two identical fixtures and want to control them the same way, you can assign them the same Fixture Address. Keep in mind that this means they can't be controlled independently, known as "Hard Patching." This allows you to control any number of identical fixtures with a single Control Track.

For a more detailed explanation, you can also check out our comprehensive video on "What is DMX."

Downloading SoundSwitch

- You can download SoundSwitch using the links below.
- Before you can use SoundSwitch, you will need to create an account but following this link

You can download the latest versions below

- **macOS**: **https://cdn.inmusicbrands.com/soundswitch/files/SoundSwitchInstaller.pkg**
- **Windows: https://cdn.inmusicbrands.com/soundswitch/files/SoundSwitchSetup64.exe**

What Fixtures are Supported by SoundSwitch?
Supported Fixtures in SoundSwitch

SoundSwitch is compatible with a wide range of DMX fixtures to elevate your lighting experience. Here's what you need to know

Fixture Library
SoundSwitch boasts a comprehensive fixture library, covering numerous types of DMX fixtures, including

1. RGBAW+UV Wash lights
2. FX lights
3. Moving Head Spots and Beams

But that's not all. SoundSwitch goes beyond these standard fixtures by also supporting

- Lasers
- Scrollers
- Atmospheric Effect fixtures such as CO2 cannons and Smoke Machines through the Attribute Cue feature.

This extended fixture support was introduced with version 1.2 of SoundSwitch.

- **For Optimal Results**
  To achieve the best results and seamless integration with SoundSwitch, we recommend using RGB LED fixtures. These fixtures tend to work exceptionally well with our software.
- **Our Commitment**
  Rest assured, we've put in significant effort to ensure that the majority of these fixtures align with the manufacturer's specifications. This means you can expect them to function as intended when used with SoundSwitch.
- **SoundSwitch Fixture Manager**
  New to SoundSwitch 2.8.1 we have now included a fixture manager that will allow users to manually create fixture profiles that they can use with the SoundSwitch Software and share between the SoundSwitch community

To learn more about how to create your own fixture profile, please visit the following webpage for detailed instructions **https://inmusicsupport.freshdesk.com/a/solutions/articles/69000844505?lang=en&portalId=69000078429**

Need Help or Want to Add a Fixture?
If you encounter any issues with a specific fixture or if there's a fixture you'd like to see included in our library, our support team is here to assist you. Simply submit a fixture request by sending an email to **support@soundswitch.com**
To help us help you better, remember to include the complete fixture manual in your request. We'll work diligently to get it added for you.

Nanoleaf How to Setup and FAQ

Setting up Nanoleaf with SoundSwitch and Engine Lighting
This section will guide you on how to set up your Nanoleaf fixtures with SoundSwitch and Engine Lighting. Please

check the video below

Nanoleaf FAQ

Here are some frequently asked questions about Nanoleaf and its compatibility with SoundSwitch 2.6 and Engine DJ 2.3

- **Q: What Nanoleaf products are compatible with SoundSwitch 2.6 and Engine DJ 2.3?**
  A: Both the Nanoleaf Shapes and Lines are compatible with SoundSwitch Desktop and Engine Lighting.
- **Q: Do I need a SoundSwitch license or DMX interface to use Nanoleaf light panels with Engine DJ hardware?**
  A: You do not need a SoundSwitch license or a DMX interface to use Nanoleaf light panels with Engine DJ hardware. Nanoleaf light syncing and manual control are included for free with your Engine DJ hardware. Since Nanoleaf communication is done over Wi-Fi, a lighting interface is also not required.

For more information on Nanoleaf products and compatibility, you can visit the official Nanoleaf website **https://nanoleaf.me/en-US/products/nanoleaf-shapes/**
If you encounter any issues or have questions while setting up your Nanoleaf Fixtures, please don't hesitate to contact us for assistance at **support@soundswitch.com**

Documents / Resources

	SoundSwitch V1 SoundSwitch Control One [pdf] User Manual V1 SoundSwitch Control One, V1, SoundSwitch Control One, Control One

References

- SoundSwitch - The Best Way to Light your Event
- Loading...
- Nanoleaf Shapes | Smart LED | Shapes Color Changing Light Panels (United States)
- SoundSwitch
- User Manual