

X-Air-Control

Mac configuration

Hardware setup

X-Air-Control works by analyzing the XCTL communication between the X-Touch and the X-Air mixer over the ethernet line. Therefore all devices must be connected together via an ethernet cable. The easiest way is connect them all up via a network switch.

X-Air-Control needs to know the ip address of your mixer and the X-touch. You can best setup a fixed ip address for all three devices.

Mac

On the mac, click on the Apple symbol and then click system preferences

Click on Network.

Select Ethernet.

Next to Configure Ipv4: choose manually

Next to IP Address type in the ip address that you want e.g. (192.168.1.10)

Next to Subnet Mask: type 255.255.255.0

Leave the router blank

Then close the settings window.

X-Air mixer

On the X-Air mixer we use the X-Air-Edit program to change the settings.

Click on setup.

In the setup window, the mixer should be listed. You can see what it's ip address is at the moment.

Click on it and then click connect.

Now click on the LAN tab.

Here you can click on the button STATIC and fill in the ip address that you want.

For Subnet mask again fill in 255.25.255.0

For Gataway, fill in 0.0.0.0

Then click Apply.

X-Touch

To setup the X-Touch, first turn it off.

Press and hold the first channel select button while you turn the X-Touch on.

This brings it in setup mode.

The first scribble strip shows mode.

Turn the encoder until it says Xctl. (You can use the mixed modes as well, but you will lose the functionality of the solo and clear-solo button on the X-Touch)

Turn the second encoder until its display reads Network.

Turn the third encoder until its display reads Slv Ip

Now using the other encoders, fill in the ip address of the computer here. (the one you set earlier)

Now turn the third encoder again until its display reads DHCP

Turn it off with the fourth encoder.

Turn the third encoder again until its display reads: my IP

Now choose an ip address for the X-Touch and fill it in using the other encoders.

Turn the third encoder again until its display reads: my Mask.

Fill in 255.25.255.0 here.

That concludes the setup.

Press the first channel selection button again to save the settings and go back to normal operation.

At this moment, the X-Touch will not be connected and will show: no link followed by the ip address of the computer. This is ok for now, because X-Air-Control is not yet running.

So for now leave it as it is and do not press the scan encoder.

Installing the software

Doubleclick on the .pkg file to install it.

First run and configure

Before you start the X-Air-Control application, first start X-AIR-Edit (or M-AIR-Edit) and make sure you have a working connection with the mixer.

Then start X-Air-Control. The first time it will ask for the network port name, ip address of the mixer and the X-Touch.

To help you choose the network port name, the program looks up the names on your system and shows them to you, choose the name corresponding to the ethernet port.

Fill them in and after that, the application will run and the X-touch will come to life.

The application will run in demo mode if you don't have a license. Demo mode has all the functionality as the licensed version, but will run only for 20 minutes.

To obtain a license, the program will create a license request file. This file is located in your Documents folder. Send this file to sales@lumisoft.be and you will get instructions to get the license file.

Move and Resize

X-Air-Control works by simulating mouseclicks. Therefore it needs to know where the X-AIR-Edit window is on screen. This is done automatically and dynamically. This means that you can move and resize the X-AIR-Edit program as much as you like, the program will follow.

However if you want to resize the X-AIR-Edit window, you must use the resize buttons.

So change the window to the height or width that you like and then press resize/window width or window height. Otherwise the scaling will be off and the mouseclicks will be mismatched, which will result in unpredictable behavior.